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If you click on a link and make a purchase we may receive a small commission. Read our editorial policy. Now you've got the basics, here's how to dominate each phase of your campaign. The joy of this game, as with all previous entries in this series, is that there are multiple ways to play and a myriad of Civilization 6 strategies that you can take on your way to one of the many victory types. Having consumed the various pages of this guide from essential tips and tricks to a detailed look at the Leaders and managing Districts, you are well placed to strike out on your own and lead your Civilization to glory.Civilization 6 interview - 18 minutes with lead designer, Ed Beach (plus some new gameplay)Civilization 6 Interview - 18 minutes with lead designer, Ed Beach (plus some new gameplay)Watch on YouTubeThat said, forewarned is most certainly forearmed and we have so much more to give. So, whether you're hungry for solid starting strategies, wondering how best to rule your population in the mid game or looking for that late game push, we have you covered with some strong plays at each of the three main phases of play. A quick note: we've refreshed out Civ 6 guides for the game's launch on Nintendo Switch, but just be aware that they contain information regarding the Rise and Fall DLC as well as the base game, which means some things only apply if you have that DLC! Otherwise... crack on! The theme of Civilization 6 is the Age of Exploration and that should give you a very big clue as to what the most important early tactics revolve around. Before you get to pushing out at the edges of the fog of war, though, you'll need to found your first city.If your settler starts next to a river, there's very little reason to move anywhere before founding that city as access to fresh water is the single most important factor early on due to the boost to housing that it provides and the resultant scope to grow your city. Outside of that, you're ideally looking for a nice mix of nearby terrain, with mountains being particularly beneficial for capitalising on the adjacency bonuses of the Holy Site and Campus districts, as well as providing a good natural defence against would be raiders.City established, your first few build choices should be a scout, a slinger and a monument, which will give you options for exploration and a boost to your Civic research. Refrain from creating buildings for now; with their ability to instantly create improvements there's no need to set them to work like there use to be with workers in previous Civ games and it will be a few turns before your population has grown to the point where you can make any real use of tile improvements.What's more, creating tile improvements without a few basic troops to defend your land is just asking for a barbarian raiding party to come a knocking. With your scout, slinger and starting warrior, you can push out in different directions to assess where barbarian outposts may be. If you see a barbarian scout, don't dismiss it as harmless but instead hunt it down and kill it because it will report back to the nearest outpost and bring misery down on your fledgling civilization.Depending on the map size, all of that exploration should lead to you encountering another civilization or at the very least a city-state. Early research of the Foreign Trade civic, and the creation of a trader, will enable you to capitalise on a lucrative trade opportunity; just be sure to keep track of the trader's route (they'll create a road as they travel back and forth) and ensure it's kept clear of barbarian threats.Choose the Government Policies that make most sense to your current circumstances; Urban Planning for the extra production is always useful and if it's looking likely that you'll run into a few barbarians, plump for Discipline to boost your attack strength against them to help quash the threat before it turns into a menace. With the first dozen or so turns under your belt down, you can look to create a builder to put to work the growing population of your first city and a settler soon after. Here, you can take a bit longer to establish where to build your next city, making use of the varied terrain but ensuring that you leave space around your city for districts and wonders, which each take up a tile space.The early game of Civilization 6 is more flexible than previous entries in the series thanks to the many, varied bonuses enjoyed by leaders and civs alike, but three cities by turn 60-70 is a reasonable aim. Overall, take time to look at how best to leverage the bonuses conferred by your leader and civ, how they might be best boosted by Civic and Tech research and what you can do to boost the research that you're most keen on pursuing. Once you've established a plan of action and are working towards it with canny placement of districts and their associated buildings, you'll be well on your way to the mid game consolidation stage. As you move into the mid game, around the time of the Renaissance Era, you'll have a decent foothold on your starting continent. Depending on the map you're playing and specific leader or civ bonuses, you might also have spread across the water with the Shipbuilding tech and perhaps even Cartography, which allows your units to enter ocean tiles. The focus here, as you move through the Renaissance and Industrial eras, will be on researching Technology and Civics that support your end goal.Mid game government types support six policies that suit a range of priorities. Aim for a Monarchy government type, accessed via research of the Divine Right civic, to bolster your military; Theocracy (via Reformed Church civic) for a boost to religion; Merchant Republic (via Exploration civic) for a flexible government type that contains two wildcard policy slots and boosts gold acquisition through additional trade routes and discounts on purchasing.Although the government system is flexible and allows for change, establish what you're looking to achieve and then stick with one government type to do so. This ensures that the government legacy bonus that builds up over time will be at its most powerful as you move toward the late game.The policies that slot into these government types, on the other hand, are fair game and you should consider reviewing these regularly to ensure that they are best supporting your current priorities. If you've no plans to build military units for a while, switch from a military policy that bolsters unit production to one that reduces unit maintenance or makes unit upgrades cheaper. This can help turn those early game units into more formidable mid game troops.Technology-wise, you should now have Military Engineering, which allows you to manually build roads using the Military Engineer unit. This is useful for connecting cities that have not seen a visit from a trader in the early game. If you're hemmed in on several sides by rival leaders jostling for position, there are a number of powerful mid game combat options, both offensively and defensively, to suit your mood.Siege Tactics is an unexciting but excellent way to shone up your cities defence stats with Renaissance Walls and outlying forts. Military Science and Ballistics, meanwhile, can give you the edge on removing stubborn leaders who have settled cities too close to your borders for comfort.By now, you'll also have a number of districts up and running in your cities and as eyeing up how best to maximise the bonuses they confer. Again, government type and policy choices can make a real difference here, but more important still is taking the time to think about how districts interact with one another and how they serve both your own goals and passive empire upkeep.For most leaders, the neighbourhood district will come into its own around the latter part of the mid game and help prevent city growth from stalling. Just ensure you're keeping that burgeoning population happy with access to plenty of amenities as you move towards the all important final phase. If your lust for Civilization 6 knowledge is still going strong, expansion owners should take a look at our Civ 6 Rise and Fall guide hub which takes you through the basics of everything new, whilst we have dedicated pages on Governors and Loyalty, along with how to earn Golden Ages, Era Points and Era Score through Historic Moments, and a full list of new Civs in Civ 6 Rise and Fall and other DLC. Otherwise, our Civilization 6 guide, tips and tricks covers the essentials before you master early game, mid-game and late-game strategies. We also have tips on the new Districts feature, a Leaders list with their Traits and Agendas, plus the best ways to get Gold, Science, and Faith, how to win by Religious Victory, and how to earn the elusive Science Victory and Military domination victory. Finally, here's the Culture Victory, Foreign Tourism, and Domestic Tourism explained in depth. Devastating military units, astounding scientific breakthroughs, awe-inspiring religious wonders and must-see tourist hotspots characterise the late game in Civilization 6. If you've been working towards a Scientific Victory, the race is now on to research Rocketry for the dedicated Spaceport district it unlocks. Be aware of the any aggressive leaders who are already displeased or have been overtly threatening up to this point. The military units that the late game brings, not to mention the threat of nuclear warfare, casts a long shadow over attempts at more peaceful victory types and so a Defensive Pact with a trustworthy leader is a useful deterrent to help ward off war mongers.Even so, the Information Era end of the Technology Tree is filled with weapons of mass destruction and so, regardless of your end goal, it pays to create some powerful defensive units. It may instigate an arms race, but at least you'll be out of the blast zone with air fighters and heavy cavalry or two instead of left standing in holding pens and firing blanks.If you've been hedging your bets up to now regarding victory conditions (a dangerous way to play), be sure now is the time to pick a path and go full speed ahead. There are enough adaptable policies, powerful district bonuses and end game Civics that allow you to make up lost ground on a leader but a 15 minute change of plan is always going to struggle to compete with a well prepared foe who has been planning a Century Victory for the last couple of thousand years.That said, accessing the world map with religious speakers to try to convert cities en masse and rush a religion victory has been shown to work, as they can move unhindered through territory and stopped only by rival religious units or an act of outright war.The ultimate goal for a successful Cultural Victory is to reach the end of the Information Civics Trees as soon as possible. There, you'll find the civic that establishes and utilises the ubiquity of Social Media, which grants access to the Online Communities economic policy to provide an outrageously useful +50% boost to Tourism to civilizations to which you have a trade route.What's more, if nobody seems to be grasping the initiative in any one victory condition, both Social Media and Globalization can be researched multiple times to help eke out a Score Victory.Still, we're certain that you'll have utilised all of the many tips and hints in these guide pages but we have organised enough to win in some other way but, if not, a win is still a win and you'll have learnt an awful lot along the way, ready for the next time through. In the meantime, can we tempt you to take just one more turn? Related topics Historical Military PC Strategy How Zany's Comprehensive Civ 6 Guide to Skilled/Advanced PlayBy How ZanyThis is a guide that will comprehensively re-educate you on the way you look at Civ 6 and will help you reorganize your thoughts on how to play this game. This will be a guide that breaks down the game very specifically in a way that might even seem super obvious at first but will then use that breakdown to show deeper mechanics, thought processes, and advanced strategies involved in this game. This is a guide that is for all skill levels of players (rookies and veterans alike) and will go into some detail about each individual civ when relevant, but for the most part this guide is to help people get better at this game on a competitive level, without spending thousands of hours. Of course, more time spent playing will help, but you need to think about this game in a way that will help you learn and this is the guide that will do that for you.My goal is to try to help other players who play this game get more enjoyment out of this game by helping them learn to improve. I also want to help players play at a higher level of play so that potentially there can be a competitive Multiplayer community around this game and through higher skilled players overall, steer the meta of multiplayer away from solely being about Domination Victory, but that's a long term goal... unlikely to happen. In the meantime, I hope you enjoy my guide! Welcome to the Civ 6 Tier List. In this guide, we will discuss the best leaders in Civilization 6. The game is massive and it can be difficult to know where to start, but this guide will help you choose the best civ 6 leaders for your play style.Civ 6 tier list: Best Leaders & Civilizations Since the release of Civilization VI in 2016, there has been much debate over which leaders are the best. In this Civ 6 tier list, we'll take a look at some of the top leaders in the game, as well as their associated civilizations and playstyles. Choosing the right civilization and leader for your playstyle is one of the most important decisions you can make when starting a new game of Civilization 6. Its also one of the first choices you'll make in Civ 6, which means you need to know what to look for so that you don't waste time playing with bad civs and leaders. A Civ 6 tier list is important because it can help you decide which leader to play as. If you're new to the game, or if you're just looking for some new strategies, then the best leaders can help you find your feet and determine your preferred playstyle. Don't forget to also check out our Civ 6 Wonder Tier List to view our rankings of the best wonders in the game. With that in mind, lets take a look at some of the best Civ 6 leaders. January, 2024 We have updated our Civ 6 Leader Tier List Image source: Civilization VI, Firaxis Games, 2K Games The best of the best. These leaders are all highly effective in their roles, and theyre worth pursuing if you can get them. Theyre all capable of winning games on their own, or at the very least making them a lot easier for you. They make great starting choices if you want to get off to a strong start in Civ 6. Basil II (Byzantium) Frederick Barbarossa (Germany) Pericles (Greece) Hojo Tokimune (Japan) Seondeok (Korea) Montezuma (Aztec) Wilfrid Laurier (Canada) Simn Bolvar (Gran Colombia) Peter (Russia) Suleiman (Ottoman) Eleanor of Aquitaine (England) Genghis Khan (Mongolia) Image source: Civilization VI, Firaxis Games, 2K Games These leaders are all very strong, but not quite as good as those in the S tier. They still make great starting choices if you want to get off to a strong start in Civ 6, but they might not be quite as effective. Chandragupta (India) Gorgo (Greece) Victoria (England) Kublai Khan (Mongolia) Tomyris (Scythia) Gita Raja (Indonesia) John Curtin (Australia) Matthias Corvinus (Hungary) Catherine de Medici Black Queen (France) Eleanor of Aquitaine (France) Kupe (Maori) Philip II (Spain) Harald Hardrada (Norway) Joo III (Portugal) Kristina (Sweden)Related: Rise of Kingdoms Tier List Image source: Civilization VI, Firaxis Games, 2K Games The B tier is a collection of civilizations that have some good, but not great qualities. Theyre still worth pursuing, but they might not be quite as effective as those in the A or S tier. Alexander (Macedonian) Pedro II (Brazil) Dido (Phoenicia) Wilhelmina (Netherlands) Katherine de Medici Magnificence (France) Trajan (Rome) Lautaro (Mapuche) Jayavarman VII (Khmer) Qin Shi Huang (China) Teddy Roosevelt Rough Rider (America) Gandhi (India) Saladin (Arabia) Image source: Civilization VI, Firaxis Games, 2K Games These leaders are not bad, but they dont have the best bonuses or abilities. C Tier Civ 6 Leaders can still win games, but theyre not great starting choices if you want to get off to a strong start in Civ 6. Teddy Roosevelt Bull Moose (America) Mansa Musa (Mali) Ba Trieu (Vietnam) Ambiorix (Gaul) Hammurabi (Babylon) Cyrus (Persia) Mvemba a Nzinga (Kongo) Kublai Khan (China) Shaka (Zulu) Poundmaker (Cree) Pachacuti (Inca) Gilgamesh (Sumerian) Menelik II (Ethiopia)Related: cEDH Best Commanders Tier List Image source: Civilization VI, Firaxis Games, 2K Games The civilizations and their leaders in this tier are not as good as the others in the game. They have some specific perks that make them stand out, but they dont compare to the more well-rounded leaders that you can find above them in this Civ 6 tier list. Robert the Bruce (Scotland) Jadwiga (Poland) Amanitore (Nubia) Cleopatra (Egypt) Tamara (Georgia) Lady Six Sky (Maya) There are a lot of different factors to consider when choosing a leader in Civilization 6. Do you want a leader who is strong in the military? One who is good at diplomacy? One who is great at expanding your empire? Ultimately the best leader in Civ 6 is the one that you enjoy playing as. Remember, this is your game and you can choose whatever leader you want, so the rankings of the best Civilization VI leaders depend on personal playstyle and strategy. For example, if you like to turtle heavily and build up to an overwhelming force, then Incan (Pachacuti) is a great choice because he can easily get the upper hand in combat when it matters most. However with that being said, in our opinion, Hojo of Japan is the best leader in Civ 6. Why is that? We believe that Hojo is the best leader in Civilization 6 because of the various bonuses that Japans military receives. Japan is an excellent civilization for beginners, and thats why it sits on top of our Civ 6 tier list rankings. Its unique ability, Meiji Restoration, can ramp up production for all buildings in the city by up to 50% if there are many districts close together. Another great reason why we think Japan is the best civilization in Civ 6 is because of their Samurai unit that receives no combat penalties when they are damaged. This allows them to stay on the battlefield longer than other units, which can be important when trying to expand your empire or defend against an attack. Additionally, Japans Electronics Factory increases production significantly. And finally, district adjacency bonuses encourage compact cities which is an effective strategy for defending and expanding cities in Civilization 6. As with every tier list that we create we first like to do plenty of research beforehand to have a broad spectrum of opinions and make sure that we cover all our bases (no pun intended). So even though we have our own opinions of what we think is the best civilization in the game (and the best leader in Civ 6), we also like to get feedback and the opinions of other players. To do that we also browse Civ 6 online communities such as the official Discord and the Reddit page. Still, rankings in a strategy game like Civilization VI are totally subjective, because skill and playstyle, and preferences are more important than a couple of extra bonuses and stats. So keep that in mind before you run away in the comments below! This list is meant to be a guideline, not a rule. Some civilizations might be better suited for your playstyle than others, and thats okay! You should take into consideration which civilizations you have unlocked when trying to find one that fits your needs best, hopefully, you have all the S-tier ones from this Civ 6 tier list unlocked, otherwise well, play more to unlock them. The civilization and leader that you choose will greatly affect how well you do. Hopefully, with our Civ 6 tier list, you get a bigger picture and more insight into which civilization and leaders are best for beginners, intermediate players, and advanced players. If youre a beginner, Id recommend playing with a civilization and leader that are both in the top two tiers. This will give you more room for error and let you learn how to play the game without being too pressured by tough AI opponents. If you want something a little more challenging then try playing with an S-tier leader against another S-tier leader on Immortal or Deity difficulty. This will be one of the most challenging things that you can do in Civ 6 but also one of the most rewarding experiences as well! Oh, and if youre playing the older game, check out our Civ 5 tier list. What is the best strategy in Civilization 6? The best strategy for most of the games is simply focusing on military and expansion, which will give you a good chance to win in the end.If you want to get more specific, however, you should try to get as many districts as possible, because they will help with your production and keep your people happy.You also have to figure out where its safe to expand without getting into conflicts with other civilizations too soon usually, this means trying not to go out too far until youve got enough troops/navy on hand or else someone will take all your land before you even know what happened! Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of our information, please see our Cookie Notice and our Privacy Policy. Reddit and its partners use cookies and similar technologies to provide you with a better experience, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Even all these years after release, a Civilization VI strategy guide is always handy as new players are always discovering this seminal 4X game for the first time. Even if you're a Civilization veteran, it might be time to dust off your internal Civlopedia and acquaint yourself with the basics of world domination. To help facilitate this, we've put together a beginner's guide explaining many of the basic concepts of the strategy game, from where to found your first city, to diplomacy, warfare, and the game's victory conditions. Use this primer as a way to get acquainted with the game, before tackling more complex strategies and elements. Please note that certain aspects of Civilization VI change dramatically depending on what Civ 6 DLC you own. For example, Gathering Storm introduced environmental hazards and pollution, as well as the Diplomatic victory. Barring a few cases, we're sticking to universal concepts that can apply no matter what version of the game you're running, although to be honest vanilla Civ VI pales in comparison to how the game plays with both of the primary expansions. We've also not mentioned content from the recent New Frontier Pass either, although you should read our thoughts, as well as this overview of the most recent balance patch, to get an idea as to what state the game is in currently. CIVILIZATION VI TUTORIALFIRST CITY PLACEMENT WHERE AND WHEN When you start a game of Civilization VI, your first Settler will already be in a good spot for your capital city. This is largely influenced by the map type you choose, but also which Civ 6 civilisation you pick as various civs have affinities with different types of terrain. Similarly, a mountain can't be farmed or built on, but it can often combo with other nearby tiles to generate things like science, or faith, depending on what districts you have. DISTRICTS In cities can expand out from the central tile by building districts. Some buildings can be built in the 'city centre' tile as in past games, but the more specialised buildings require specific districts to be built on. You'll need military districts for things like Barracks, science districts for universities, commercial districts for markets, and so on. The further you get into a city, the more options you have in terms of what to build on district, but each district can only contain one building. These buildings can be upgraded as more advanced versions get unlocked. More advanced tips when it comes to districts can involve careful pre-planning in terms of where you place them, as adjacency bonuses can become important. Terrain and adjacency requirements can also be important for things like wonders, certain buildings etc., so if you have your heart set on a specific set-up, make sure you try to learn all the potential requirements ahead of time. Another thing to note is that districts will often overwrite the natural yields of the terrain, or at least suppress some yields in favour of another. Make sure you're not accidentally placing districts on tiles you've invested a lot of time into developing for their resource yields. Some buildings you'll erect in districts also generate points toward great people. These special units can be activated once a simple prerequisite is fulfilled, providing a powerful boost or a special action that's not achievable with normal units. Civ 6 guide researchEach turn, your civ will be generating science hopefully quite a lot if you've got a campus district and a few buildings in it which will affect the rate at which you research technologies. Civ VI's tech tree spans from the basics of wheels and animal husbandry, all the way through to space flight and giant death robots. Some civilizations and Civ 6 leaders are specifically geared towards science, and there's plenty of terrain-based shenanigans you can deploy to generate outrageous science yields, but otherwise it's just a case of expanding your science output when you can to stay competitive. Trade routes are also a way of generating science, especially if you're trading with someone who is more advanced than you are. A lot of techs like Civilization 6, are generally speaking, the location you build them on will be the one of the most, if not the most optimum places to start a city. You generally want to be close to water sources (doesn't have to be the sea), along with good mix of farmland and hills for production-generating mines. Different civs will require slightly different things in terms of their unique buffs and abilities, but generally speaking you'll want a balanced start for your capital. If you know what you're doing and are able to read the terrain properly, it can behoove you to move to a different location and found a city elsewhere instead. You only really want to be moving one or two turns distance away though. The longer it takes you to found your capital the bigger your disadvantage will be compared to other civs who planted roots on turn one. ResourcesThere are several types of resources in the game food, production, science, gold, and culture are your basic resources. Food is important for city growth, production determines how quickly you can build things, gold is for upkeep and for rushing projects, and culture is how you earn civics and project your civilisations soft-power on the rest of the world. There is also faith, which can be safely ignored but if you want to engage in the religious game then you'll need to generate it. On top of that, there are also 'luxury' and 'strategic' resources. Strategic resources are typically needed as an additional cost to build certain units, but they can also have effects on basic resource yields as well if exploited properly. Luxury resources are more about placating your citizens. They often generate gold or modify gold yields, but they can affect other basic resources as well depending on which one you're exploiting. A citizen can 'work' a tile to generate resources, and there's a special map mode you can toggle to see what a tile's yield is. Using a Builder unit, you can build improvements on a tile to enhance its basic yield, as well exploiting any luxury or strategic resources found there. The map biome can determine the types of resources you'll find and even inhospitable areas, however, can be worth expanding into. The desert, for instance, provides little in the way of production or food, but you'll need at least one desert tile if you want to build wonders like the Pyramids or Petra. Certain civilisations can specifically exploit the inhospitable tiles. Related:Six strategy games like Civilization 6, and how to play them. The desert, for instance, provides little in the way of production or food, but you'll need at least one desert tile if you want to build wonders like the Pyramids or Petra. Certain civilisations can specifically exploit the inhospitable tiles. Related:Six strategy games like Civilization 6, and how to play them. The desert, for instance, provides little in the way of production or food, but you'll need at least one desert tile if you want to build wonders like the Pyramids or Petra. Certain civilisations can specifically exploit the inhospitable tiles. Related:Six strategy games like Civilization 6, and how to play them. The desert, for instance, provides little in the way of production or food, but you'll need at least one desert tile if you want to build wonders like the Pyramids or Petra. 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