

BABYLONIAN

U. Tech. - Plain Bearing
 All chariot units move 15% faster

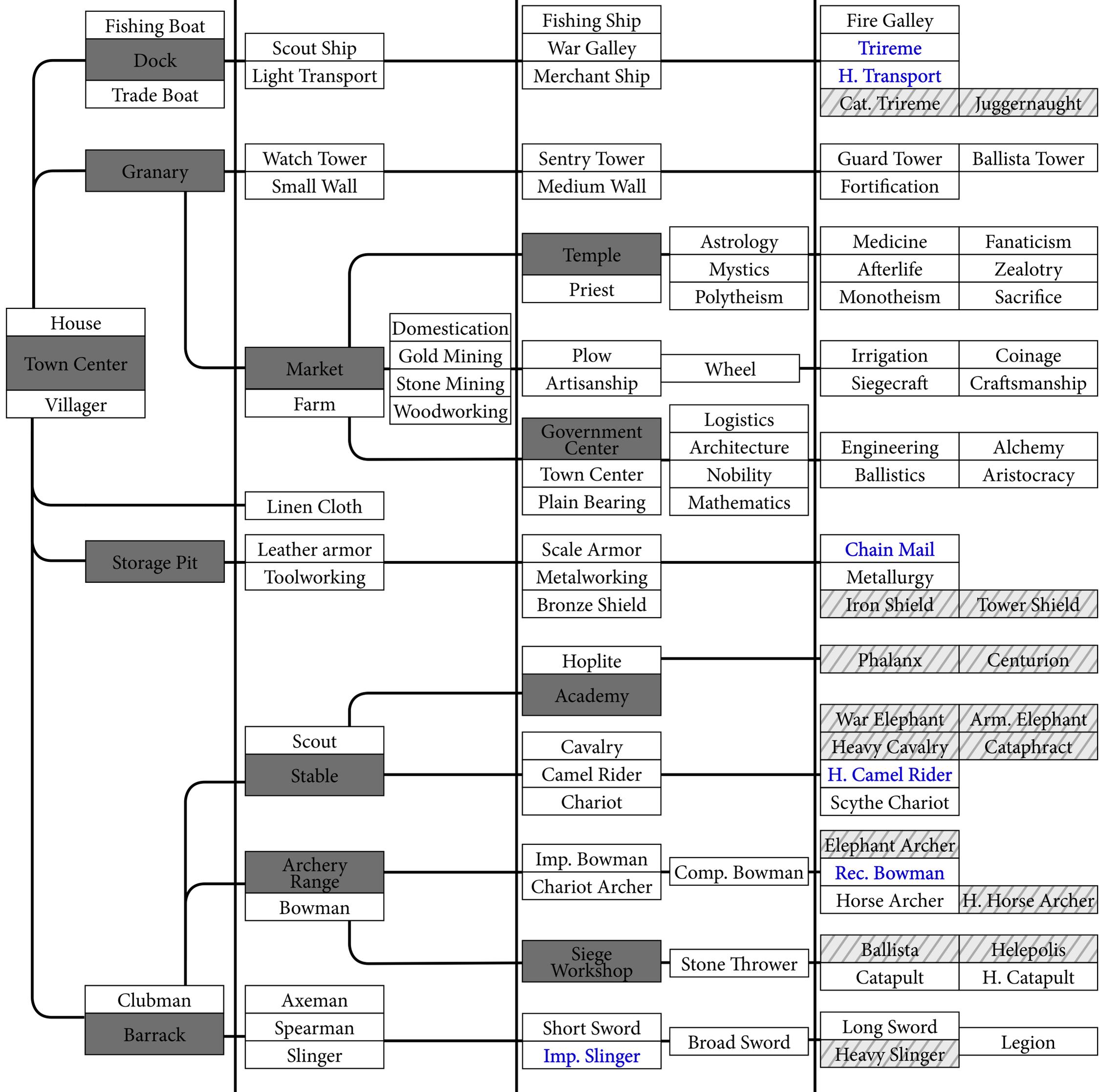
- Storage Pit upgrades cost -40%
- Builders work 33% faster
- Towers +75% HP -> +60% HP
- Walls +50% HP -> +60% HP
- Priests rejuvenate 30% faster
- Stone Miners work 20% faster

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



BERBERS

U. Tech. - Smelting
Swordsmen and Legion +1 attack

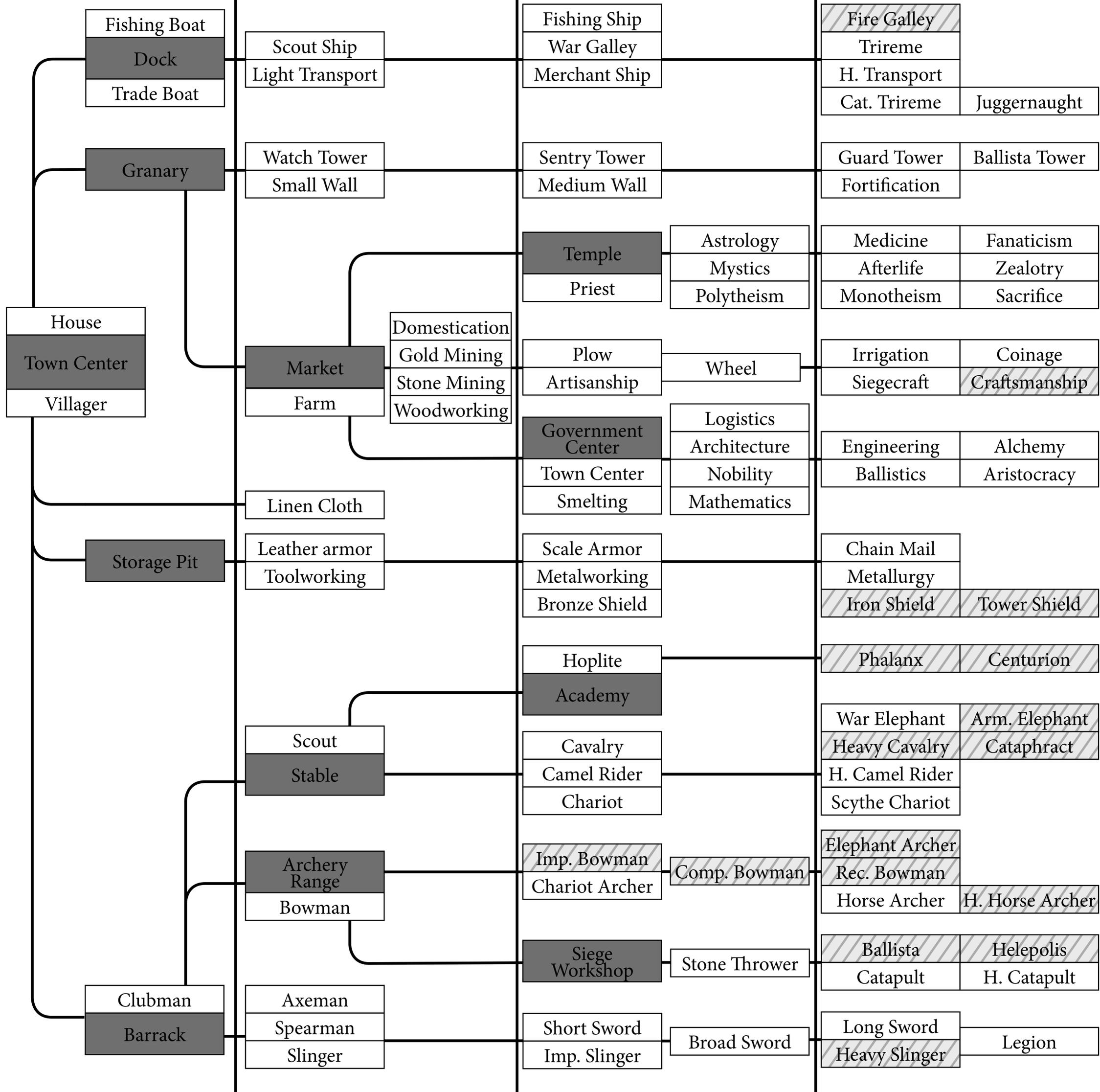
- Gets Linen Cloth upon entering Tool Age
- Dock technologies are free
- All units +25% blast width

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



CARTHAGINIAN

U. Tech. - Panoply
 All Academy units +30% HP

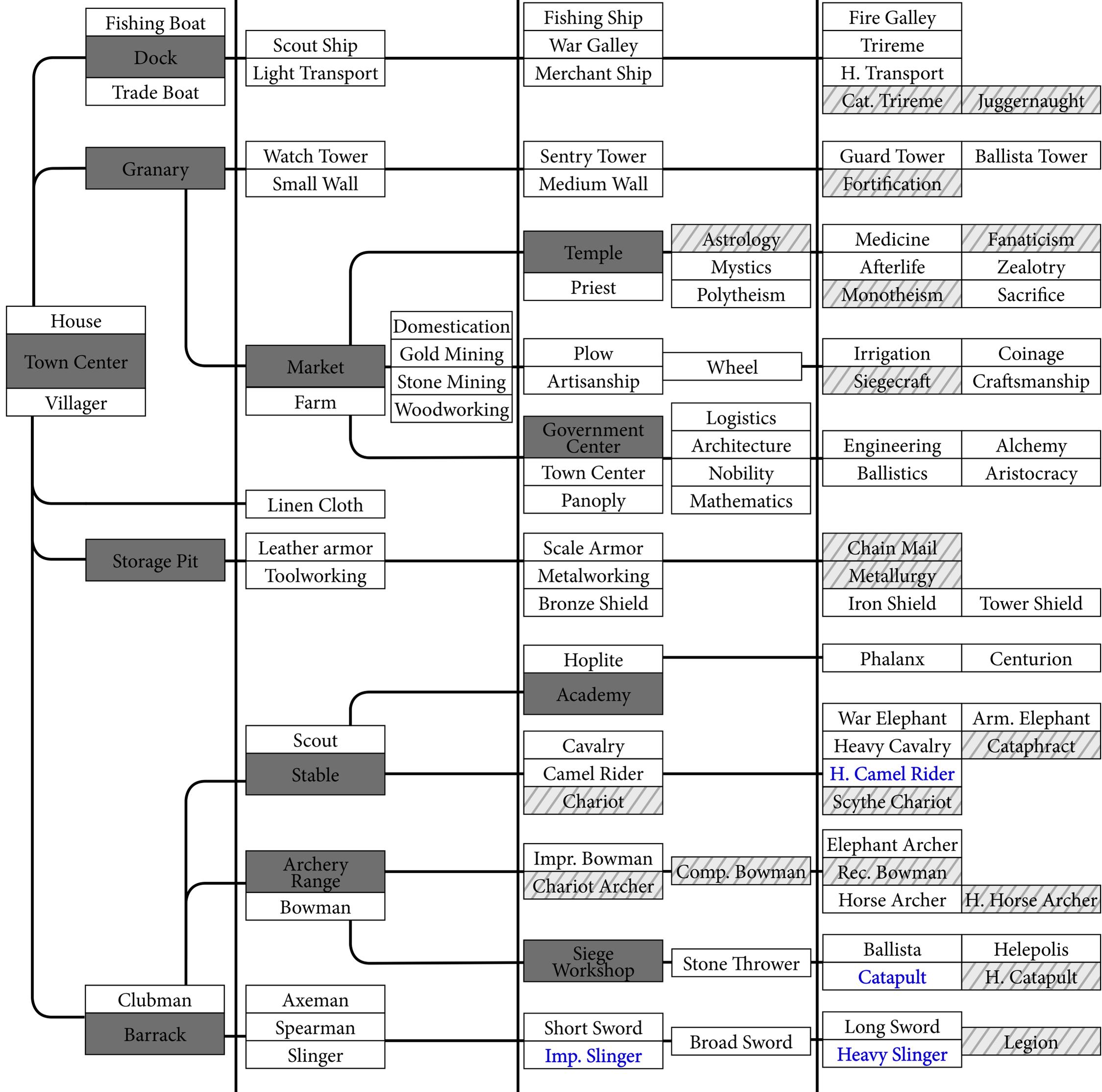
- Fire Galley +25% attack
- Transport ships move 25% faster
- ~~Academy units and all elephant units +25% HP~~
- All archers +15% HP
- Starts the game with +30 of each resource
- Counter units deal +50% bonus damage

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



CHOSON

U. Tech. - Fletching
All Archers +1 range

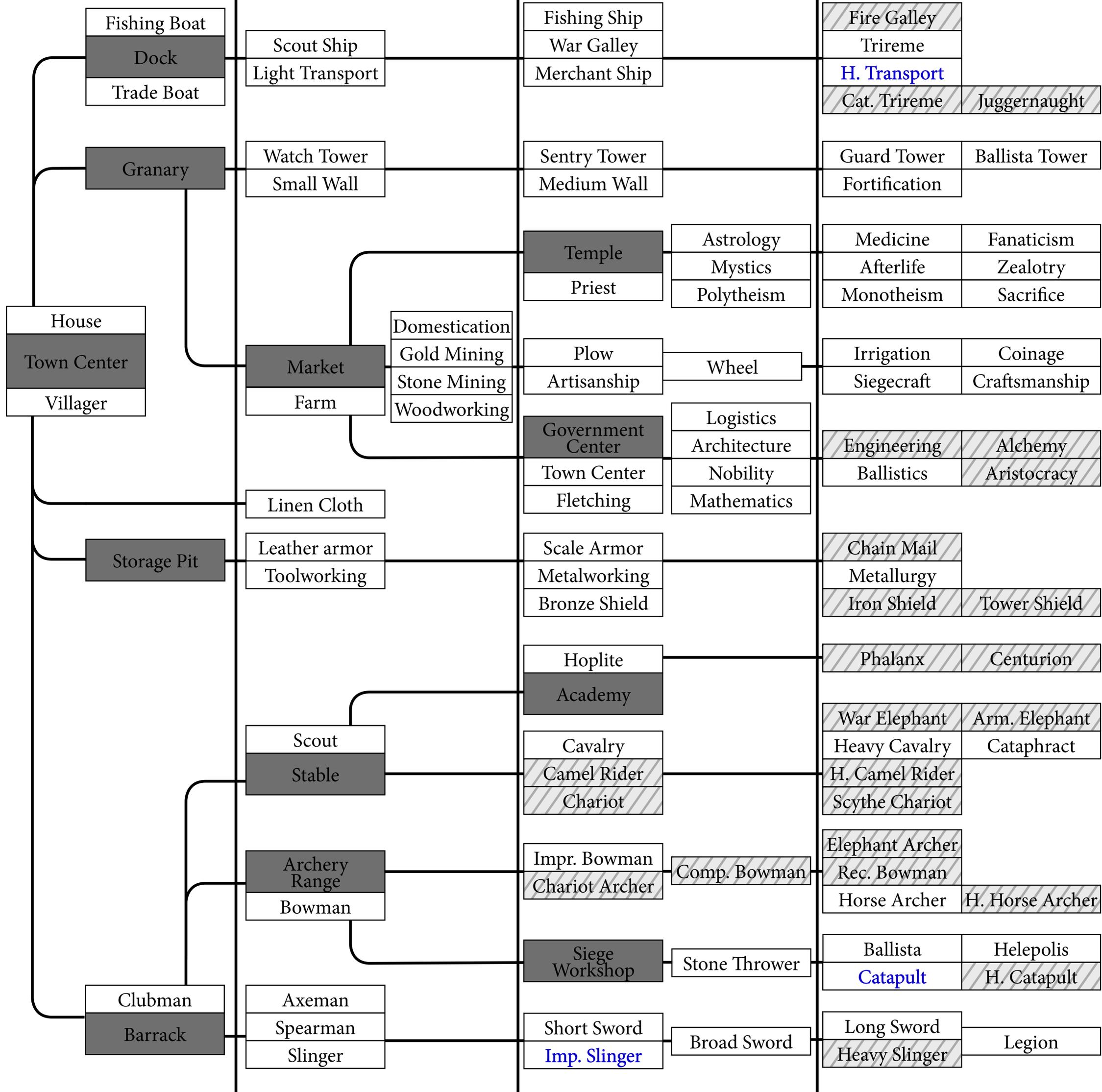
- ~~Long Swordsmen and Legion +50% HP~~
- Axeman, Short Swordsman, Broad Swordsman, Long Swordsman and Legion +10/15/20/60/80 HP (respectively)
- Towers +2 range
- Priests cost -30%
- All stable units +1 slash armor
- Farms and Houses +75% HP
- All ranged units benefit from shield upgrades

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



EGYPTIAN

U. Tech. - Dipylon Shield
Hoplites attack 20% faster

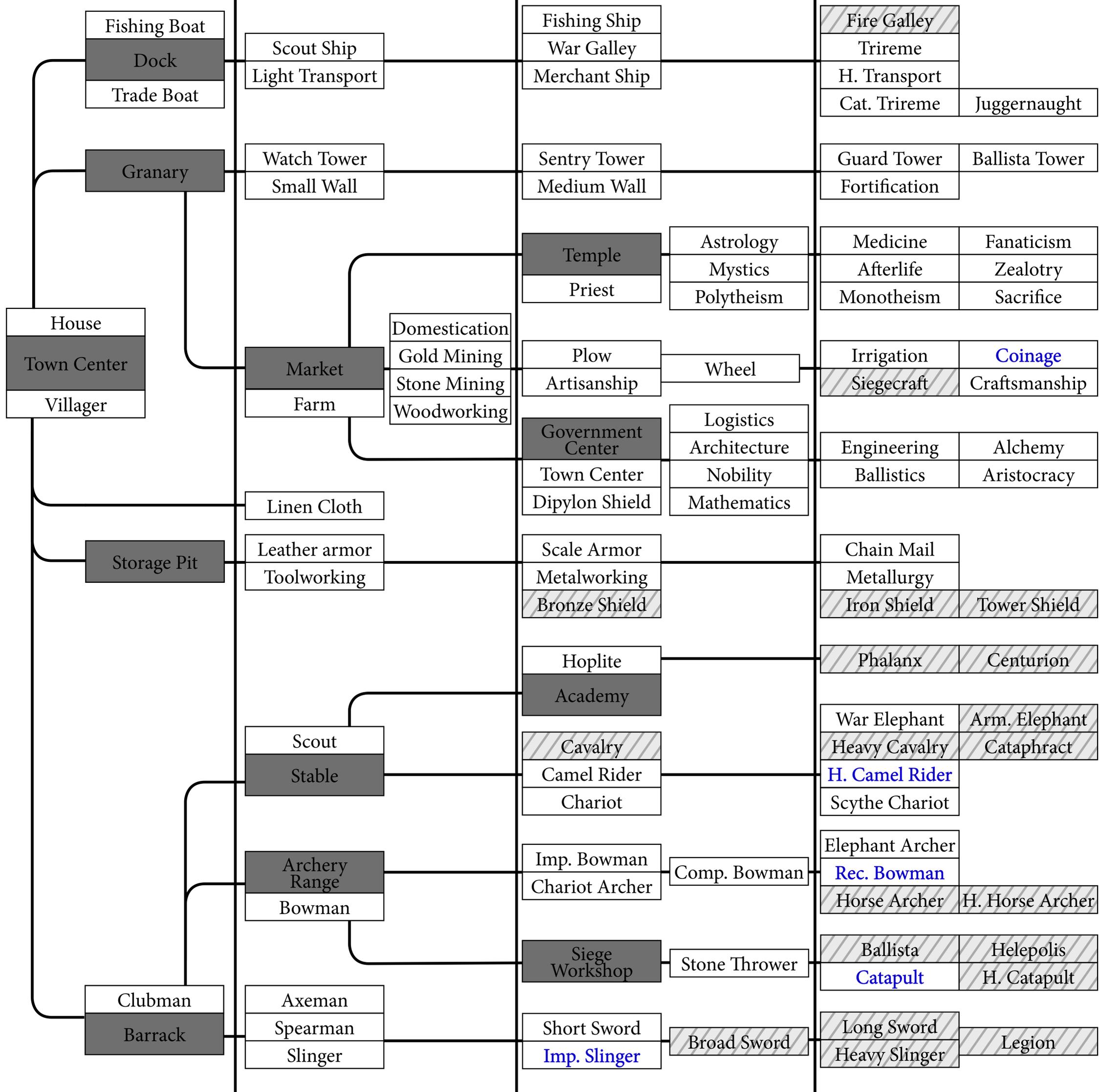
- All chariot units ~~+33% HP~~ -> **+25% HP**
- Gold Miners work 20% faster
- **Aging up is 15 seconds faster**
- Priests ~~+2 range~~ -> **+3 range**

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



HITTITE

U. Tech. - Mahawi
 Camel Riders attack 20% faster

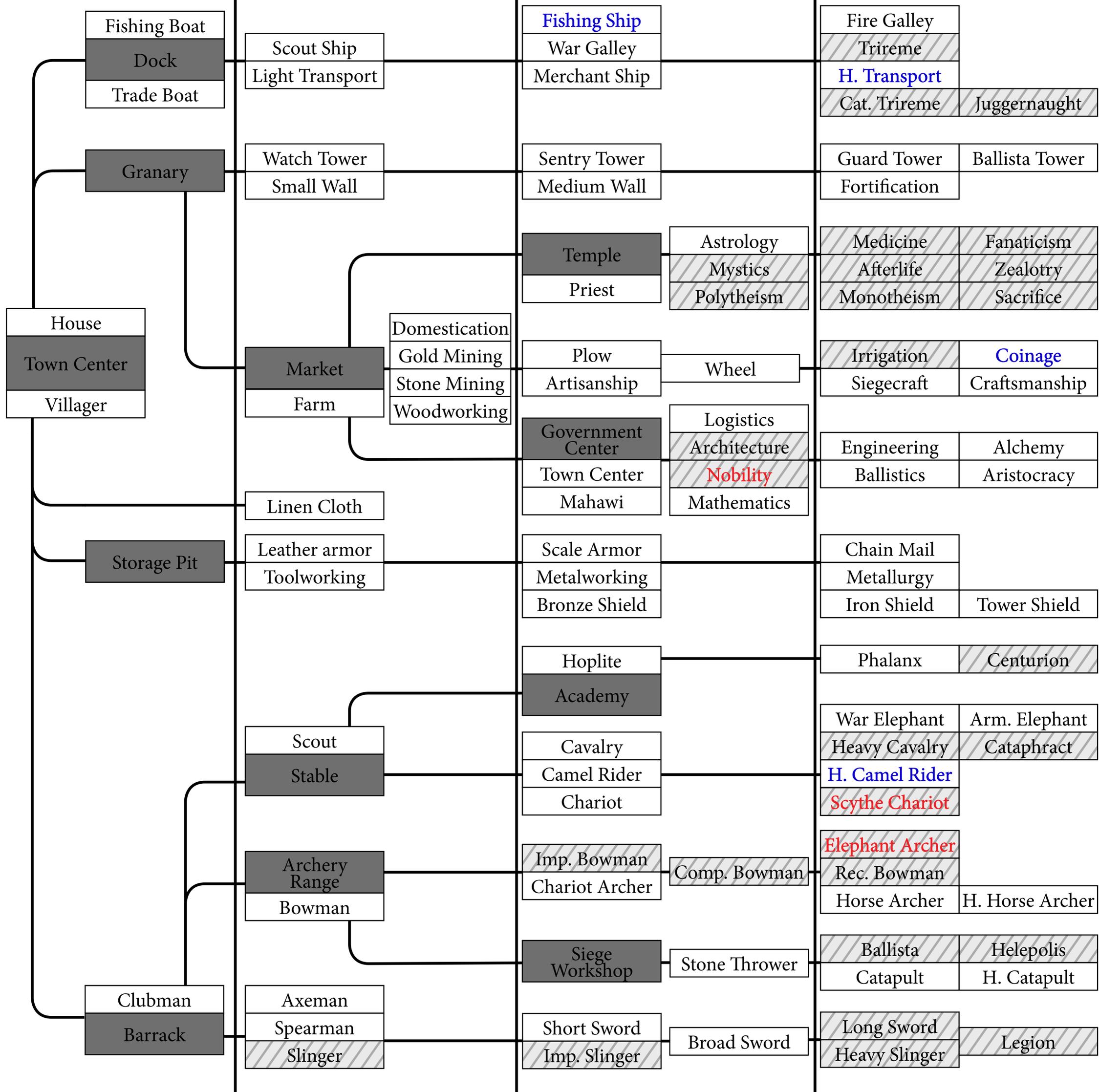
- All archers +1 damage
- **Starts the game with +2 headroom**
- Stone Thrower, Catapult, Heavy Catapult +40% HP -> +50% HP
- Scout Ship and War Galley +1/2/3 range -> +2/3/3 range

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



MACEDONIAN

U. Tech. - Dry Dock
War ships +1 attack

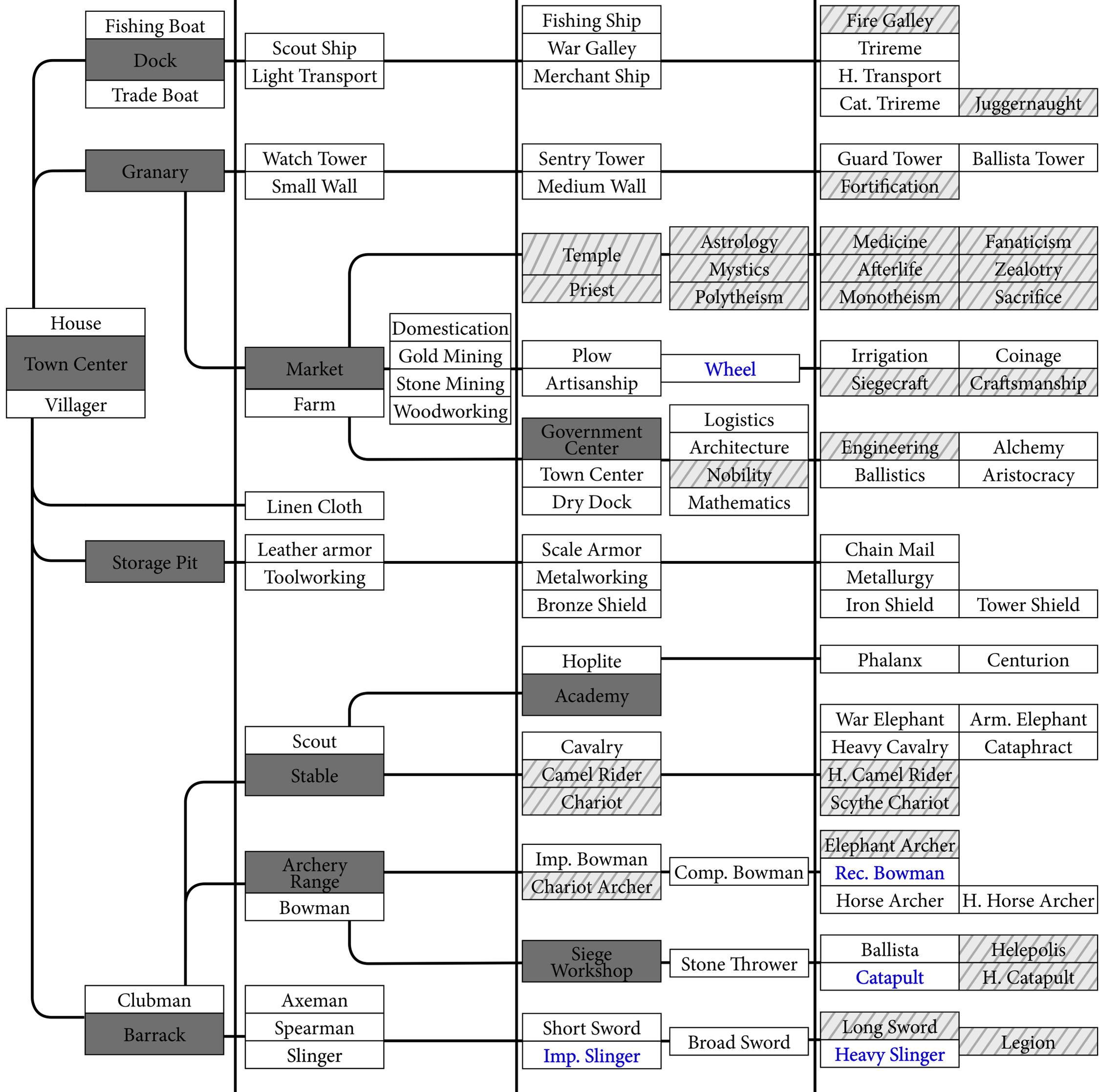
- Academy units +2 ~~pierce armor~~ -> +1 **pierce armor**
- Siege Workshop units cost -50% -> -25%
- All non ranged units +2 LOS
- All units 4 times more resistant to conversion

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



MINOAN

U. Tech. - Machicolation
Towers +2 attack

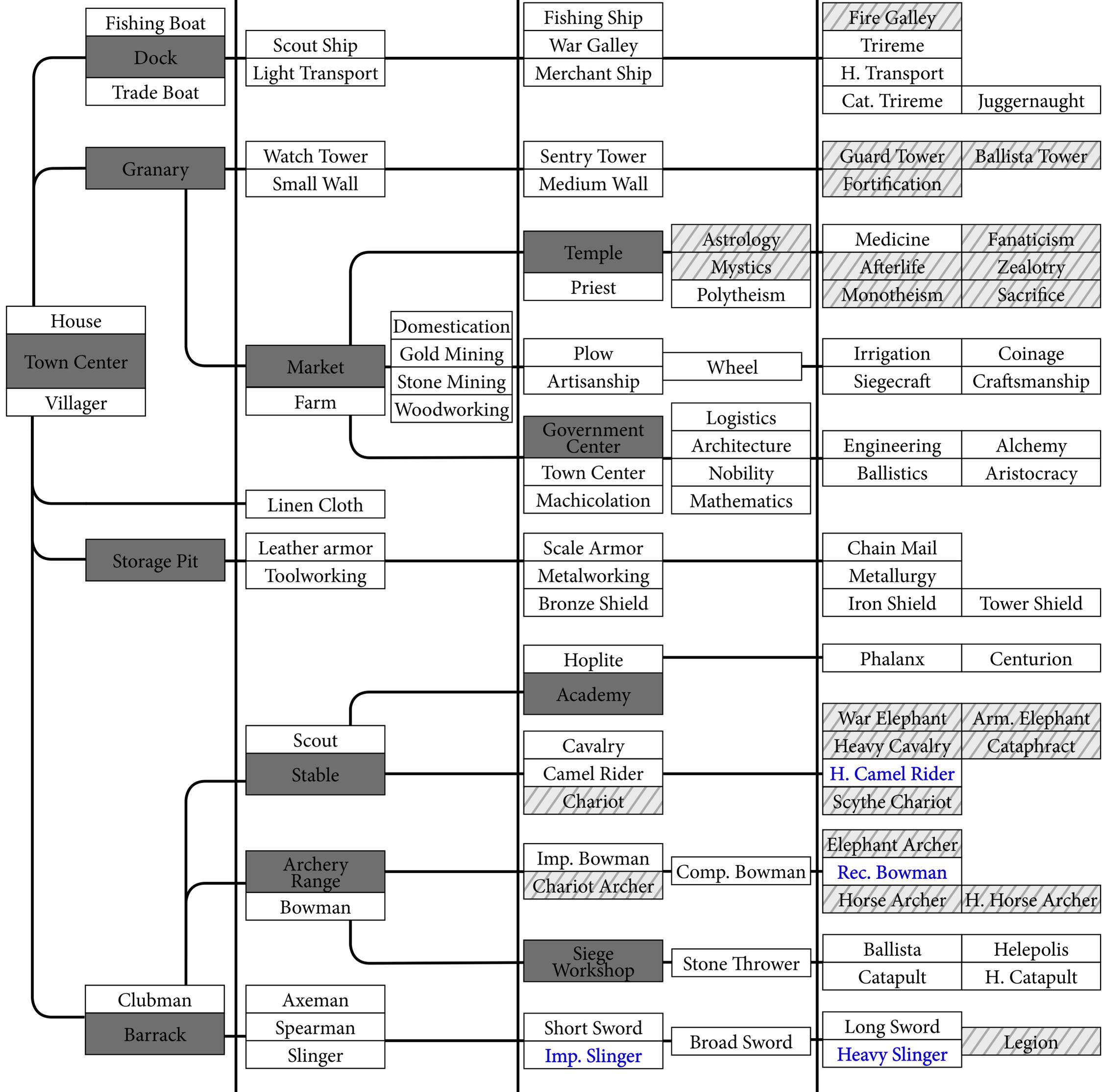
- **Composite Bowmen +2 range**
- **Houses support an additional +1 headroom**
- **All unit upgrades cost -30%**
- **Farms +60 food**
- **Camel Riders +10% HP**
- **Ships cost -20% -> -15%**

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



PALMYRA

U. Tech. - Vamplate
Academy units +1 slash armor

- Camel Riders move ~~25% faster~~ -> **15% faster**
- **Tool Age Market upgrades are free**
- ~~Starts game with +100 food~~
- ~~Villagers cost 75~~

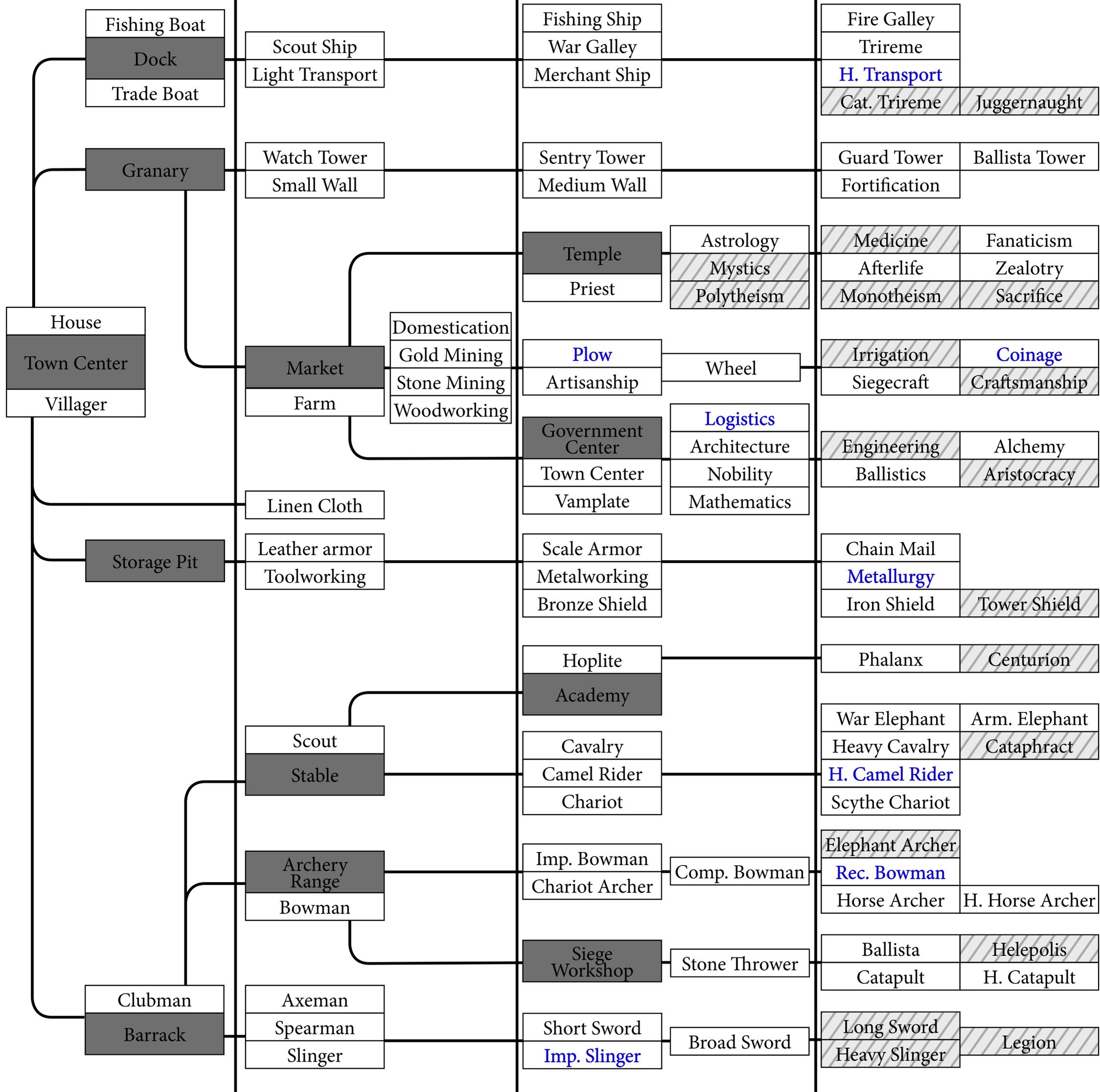
- ~~Villagers +1 pierce/slash armor~~
- ~~Villagers work 25% faster at all tasks~~
- ~~Tributes are free~~

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



PARTHIA

U. Tech. - Tusk Swords
All elephants +20% health

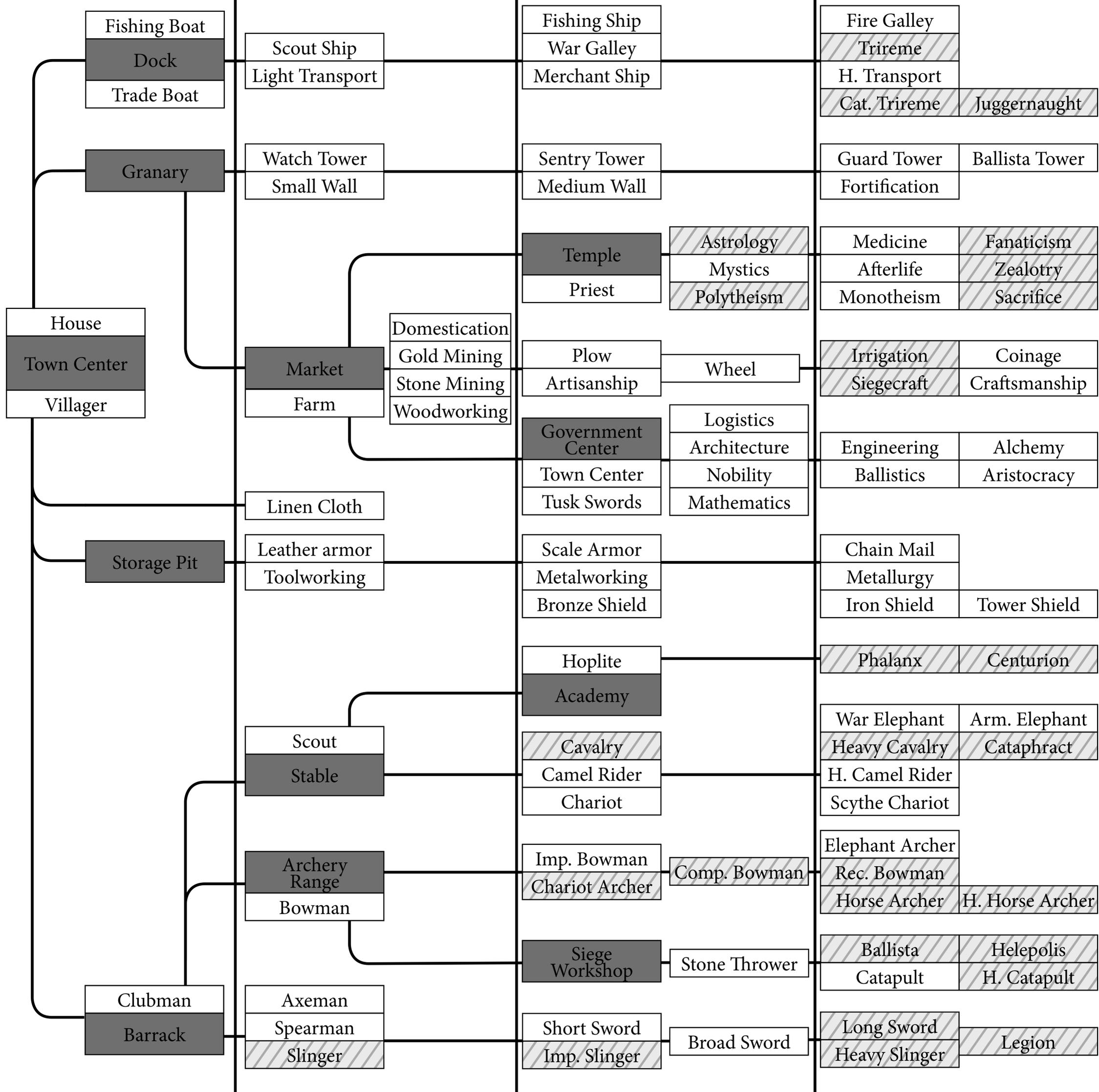
- Aging up has no building requirements
- All Government Center upgrades are available at Bronze Age

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



PERSIAN

U. Tech. - Linothoracs
All barrack units +1 slash armor

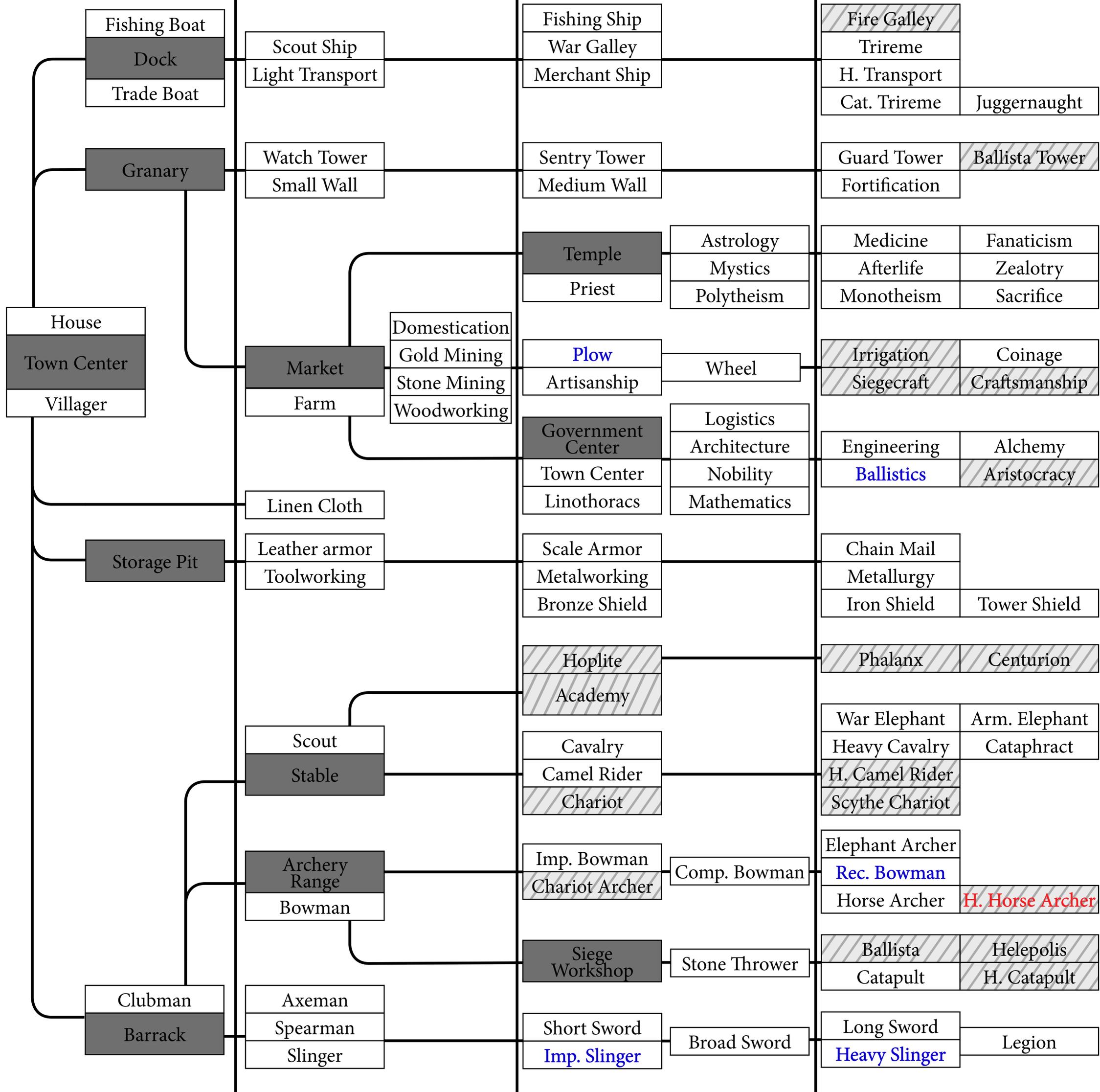
- All elephant units move ~~40% faster~~ -> **25% faster**
- ~~Hunters work 30% faster~~
- **Hunted animals grant 40% more food**
- **All Temple technologies cost wood instead of gold**
- Triremes fire ~~33% faster~~ -> **20% faster**

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



PHOENICIAN

U. Tech. - Padded Armor
All barrack units +1 pierce armor

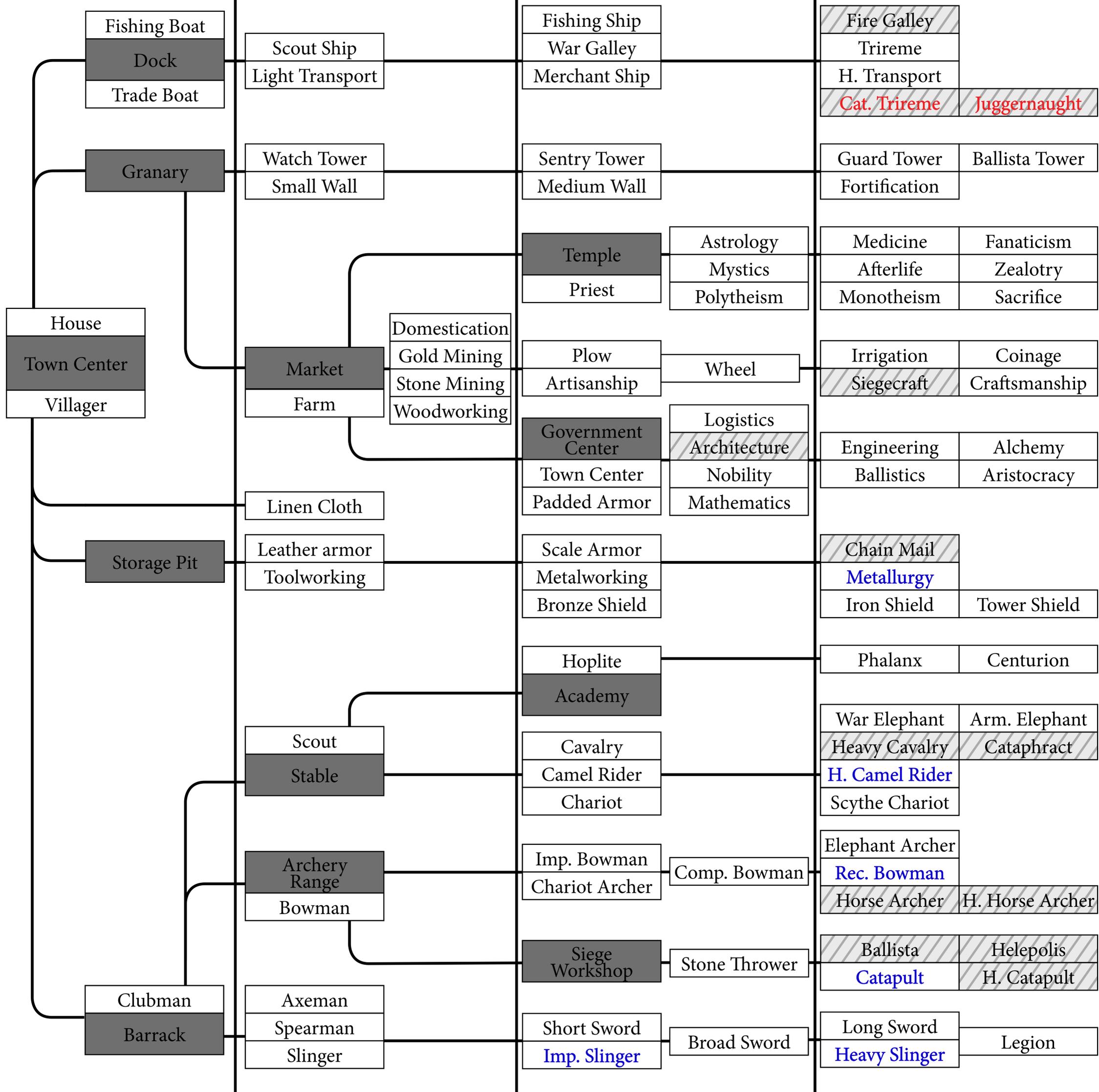
- ~~Catapult Trireme and Juggernaught~~ fire 42,9% faster
- All Temple technologies give bonus HP to Priests (Max 95 HP)
- All elephant units cost -25% -> -20%
- Woodcutters work 15% faster

STONE AGE

TOOL AGE

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IRON AGE



ROMAN

U. Tech. - Bodkin

All bowmen ignore unit armor

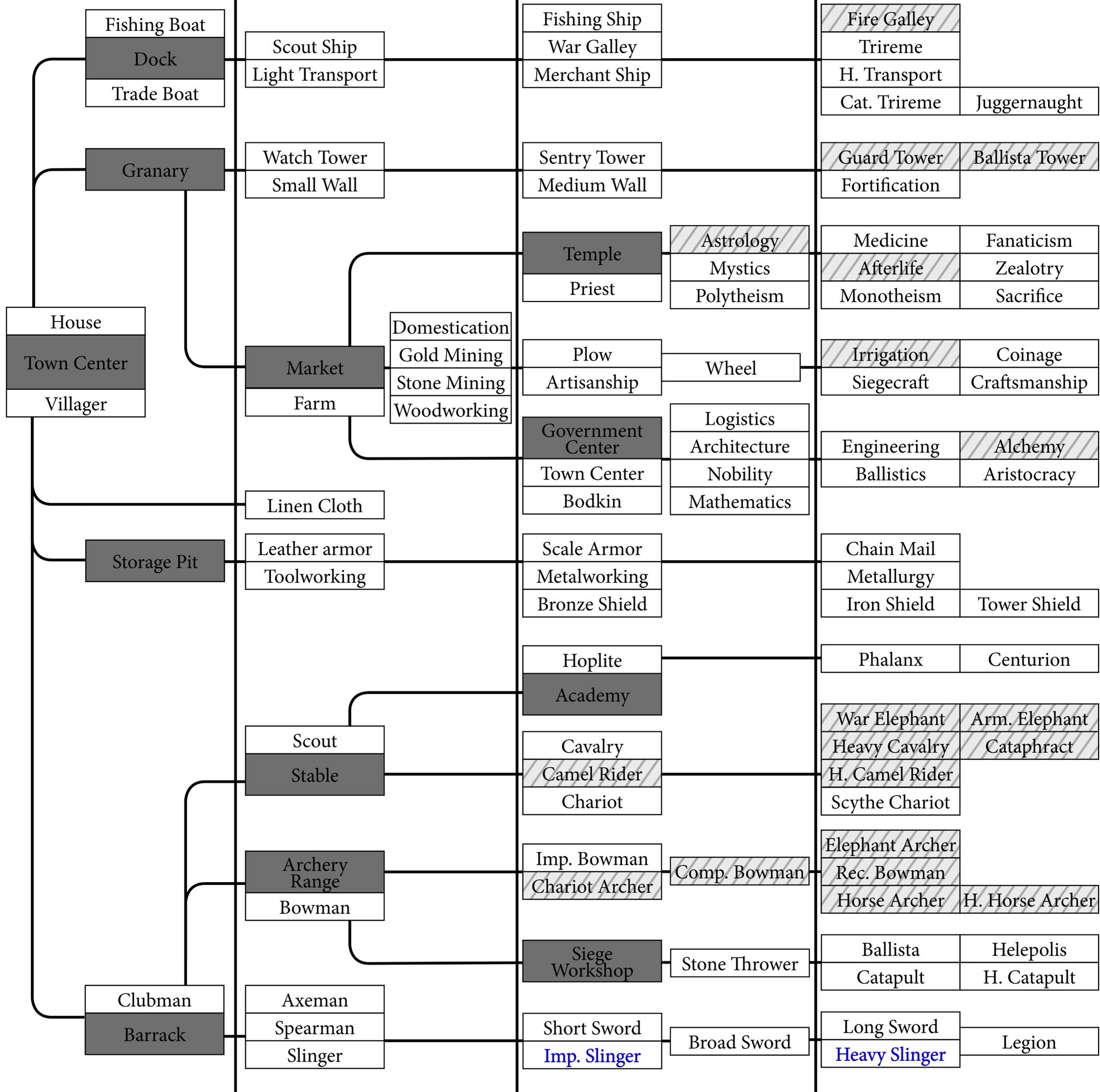
- Buildings cost -15% -> -10% except Towers, Walls and Wonders
- Towers cost -50% -> -40%
- Swordsmen and Legions attack ~~50% faster~~ -> 25% faster

STONE AGE

TOOL AGE

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IRON AGE



SCYTHIA

U. Tech. - Lamellar
 Archery Ranges work 20% faster

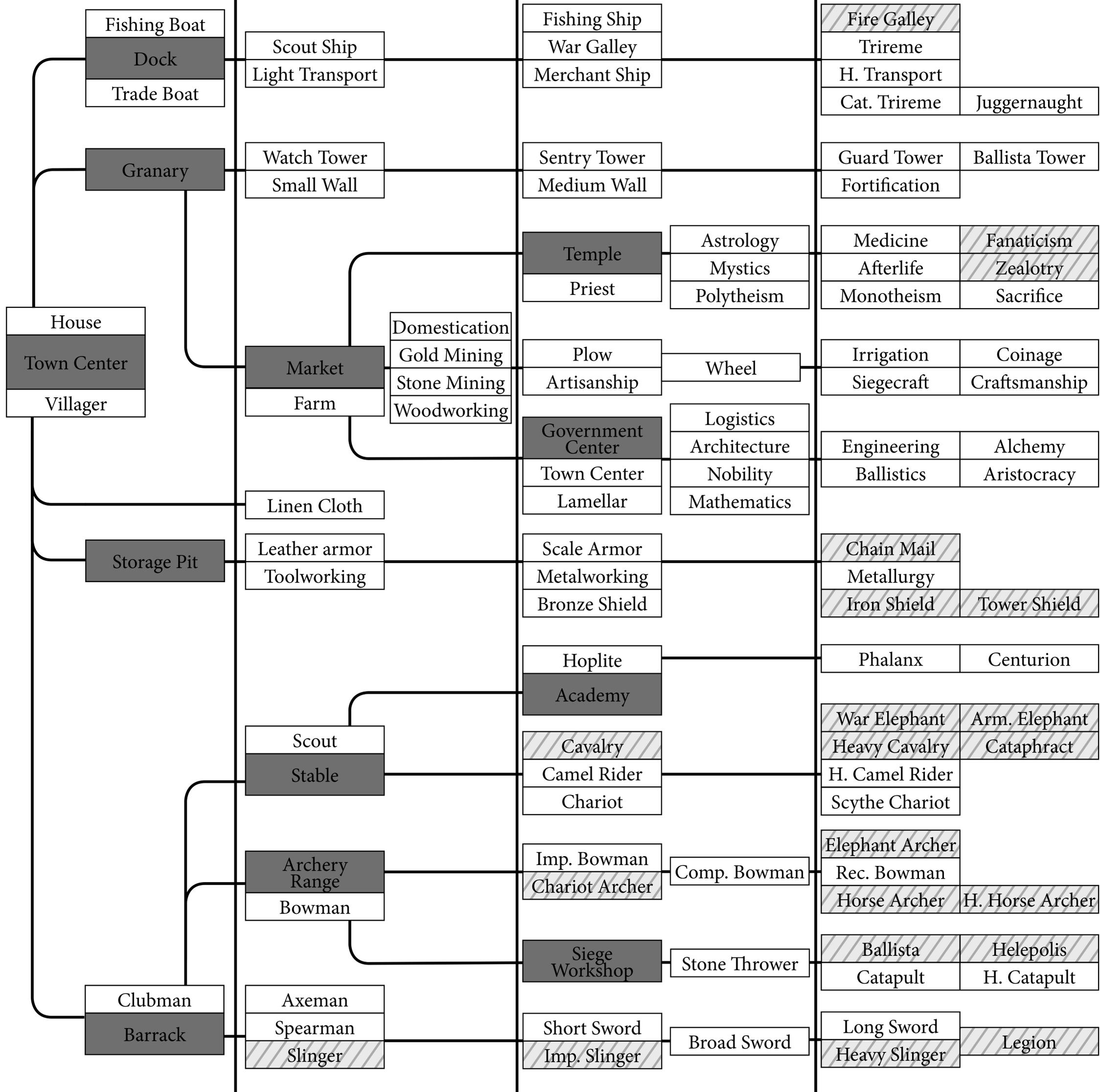
- Villagers benefit from armor upgrades
- All units cost -20% gold

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



SHANG

U. Tech. - Husbandry
Stables work 33% faster

- **Town Centers and Military buildings cost +33%**
(Town Centers cost increase takes effect after Tool Age)
- **Starts game with -40 food**
- Villagers cost 40 food
- Walls +50% HP -> +60% HP

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE

