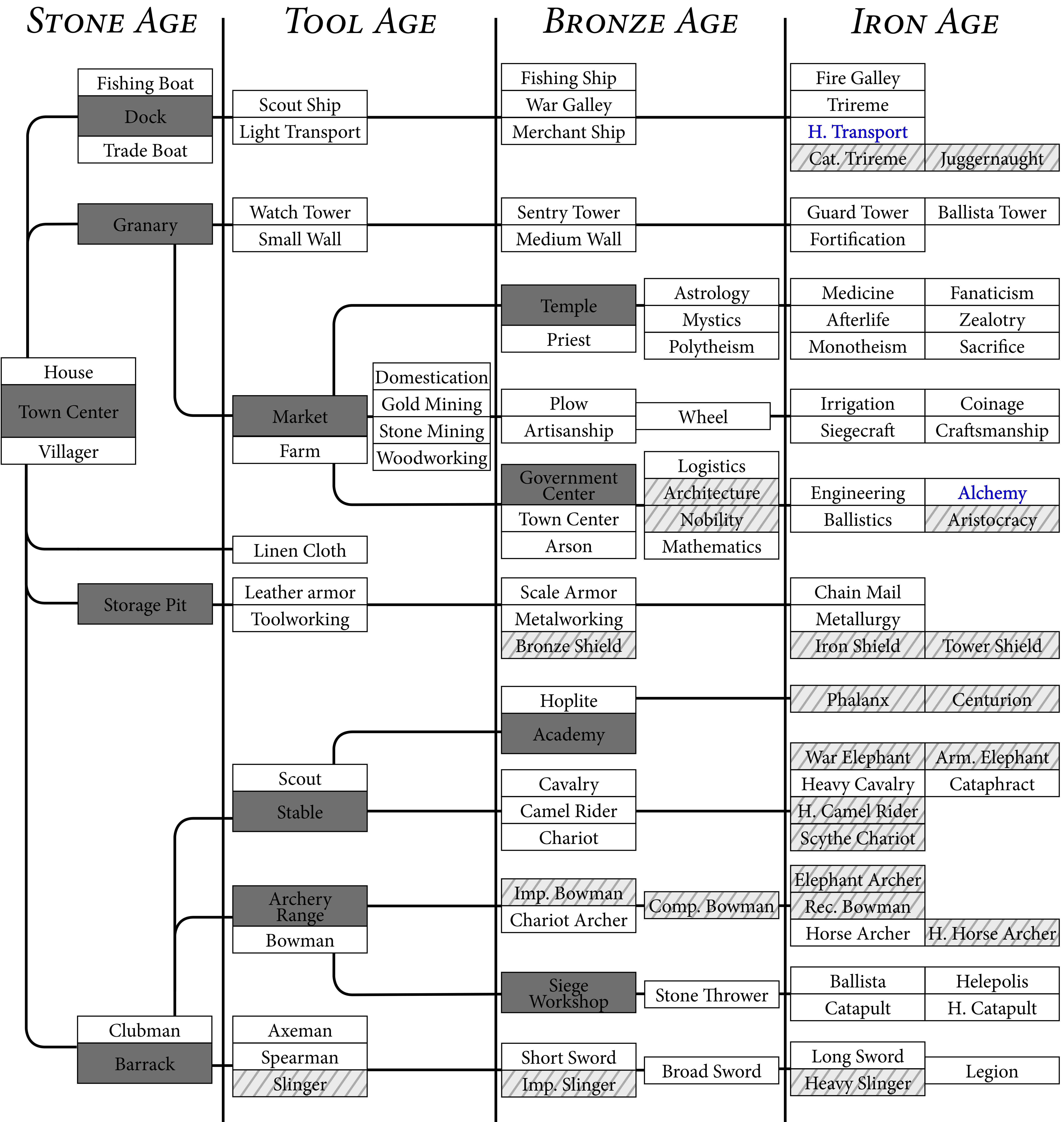


ASSYRIAN

U. Tech. - Arson
Melee units deal +3 damage to buildings

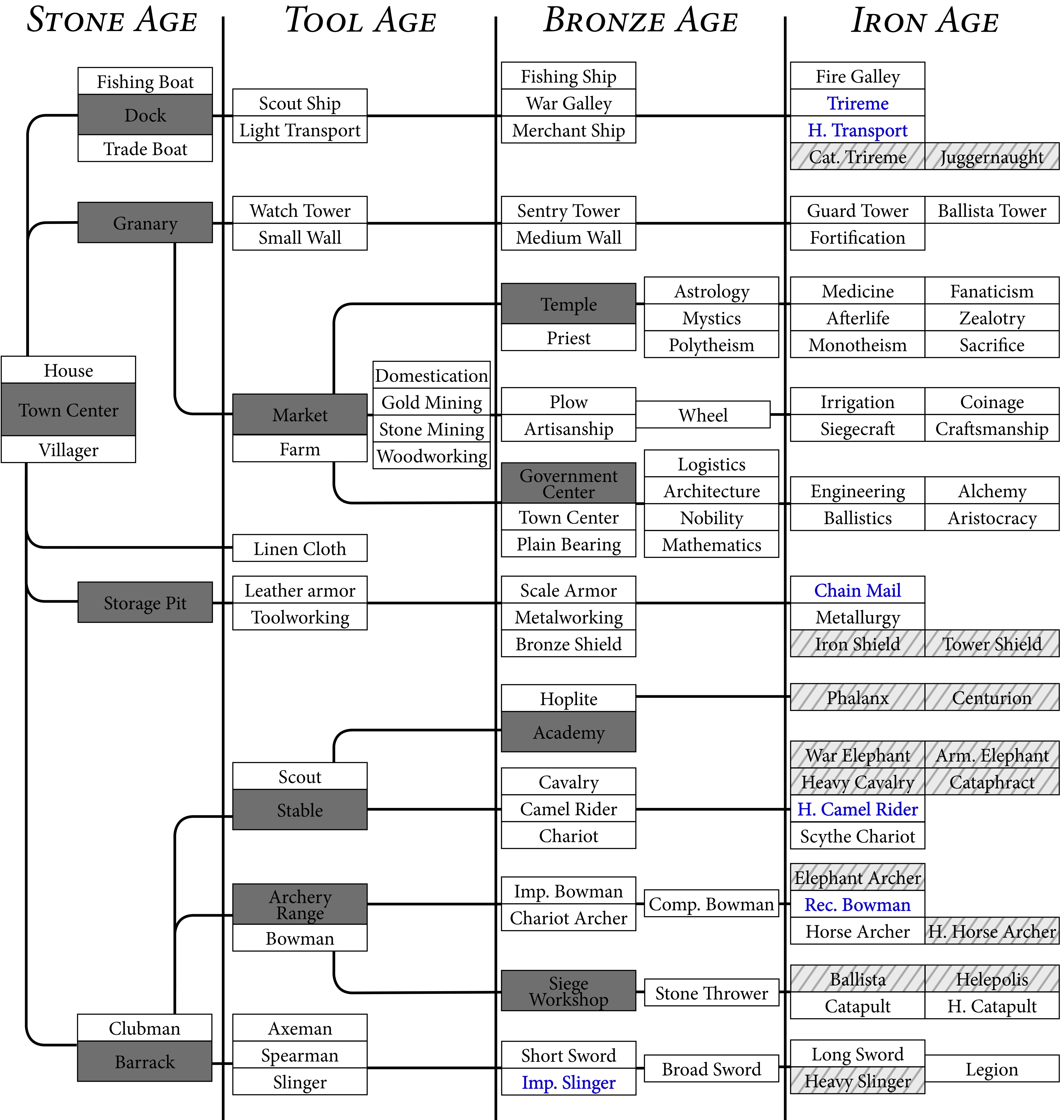
- Archers fire 33% faster
- ~~Villagers move 14% faster~~
- Gets +60 food on age up



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



BERBERS

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

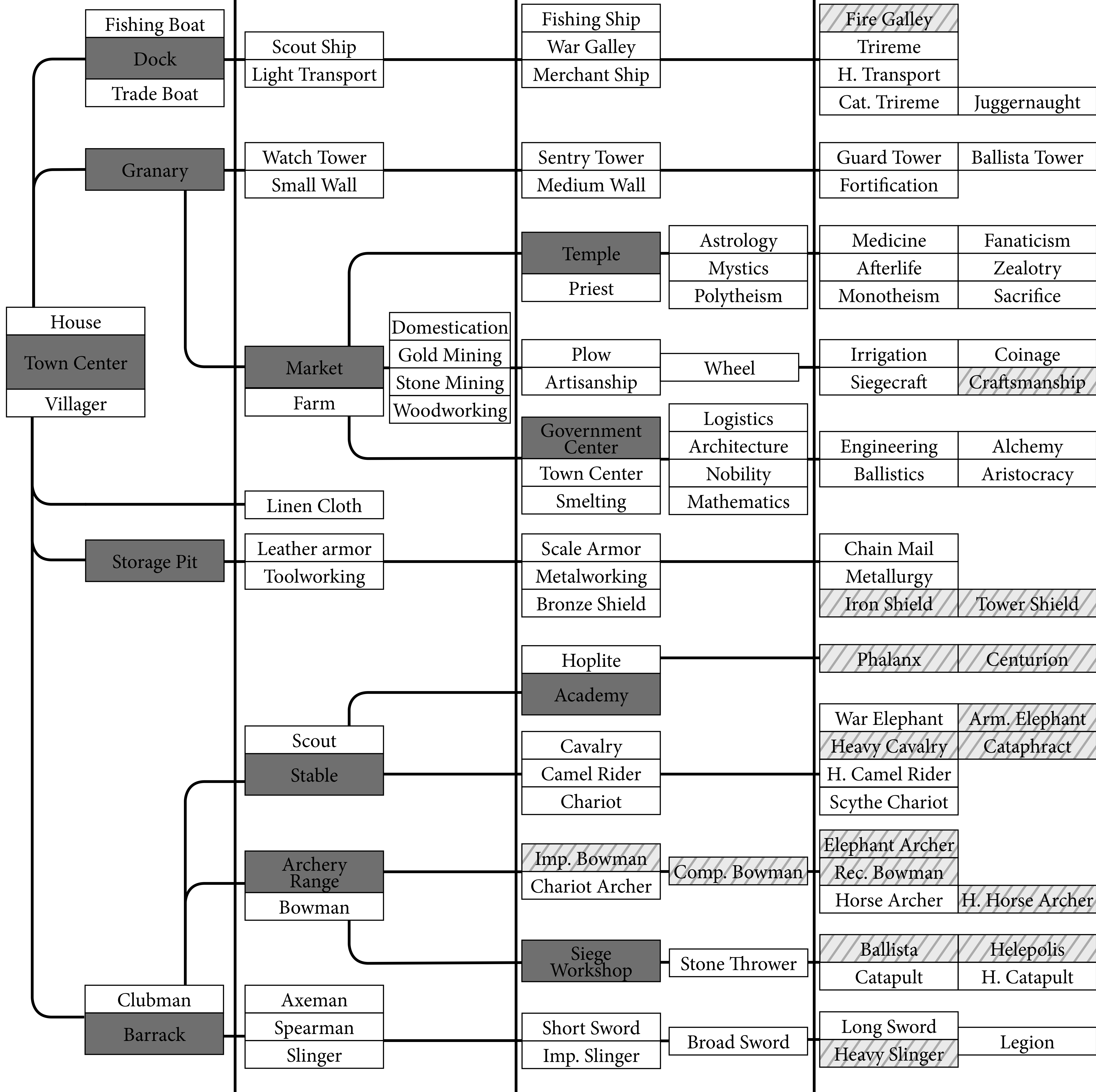
- Gets Linen Cloth upon entering Tool Age
- Dock technologies are free
- All units +25% blast width

STONE AGE

TOOL AGE

BRONZE AGE

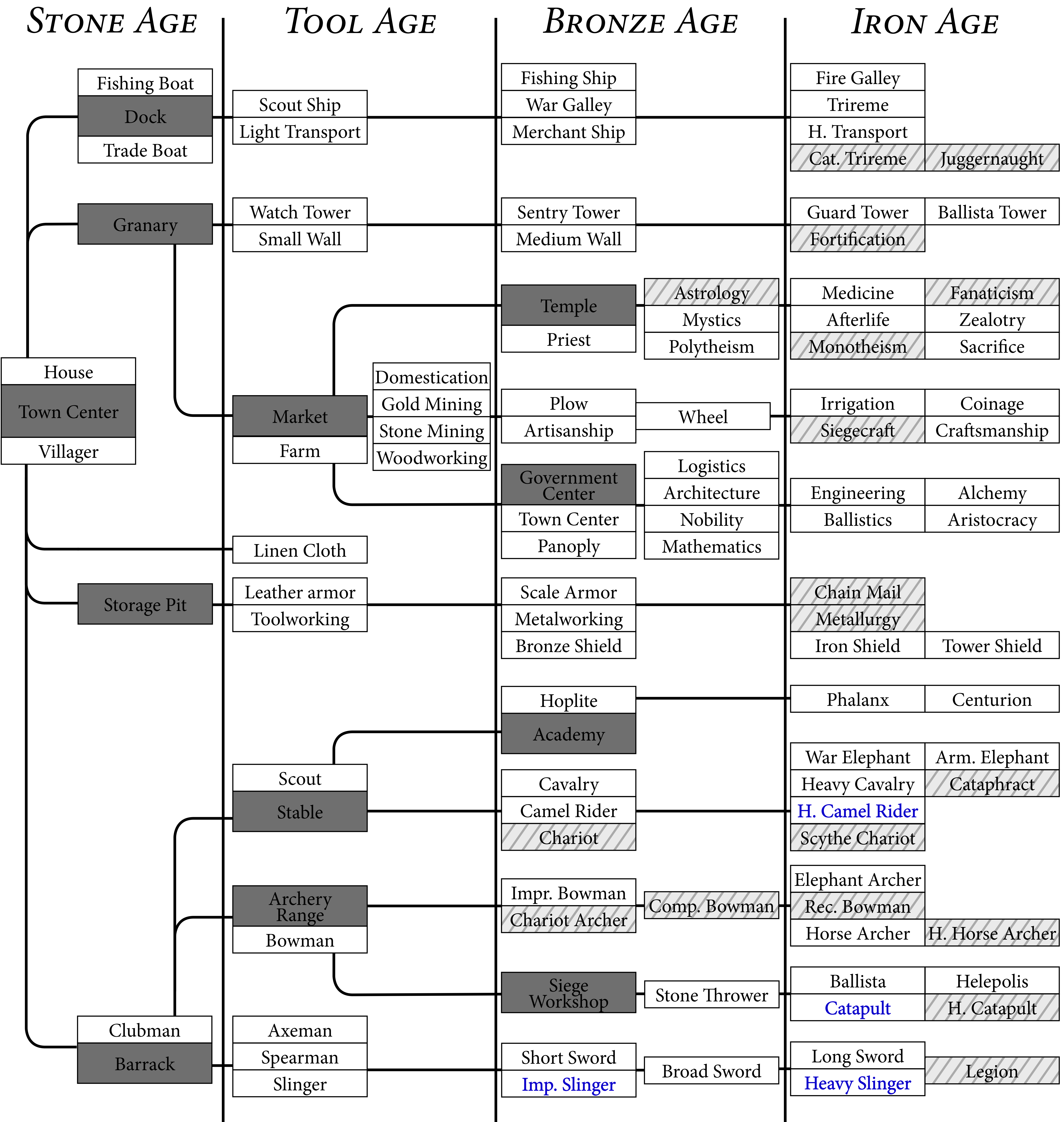
IRON AGE



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



CHOSON

U. Tech. - Fletching
All Archers +1 range

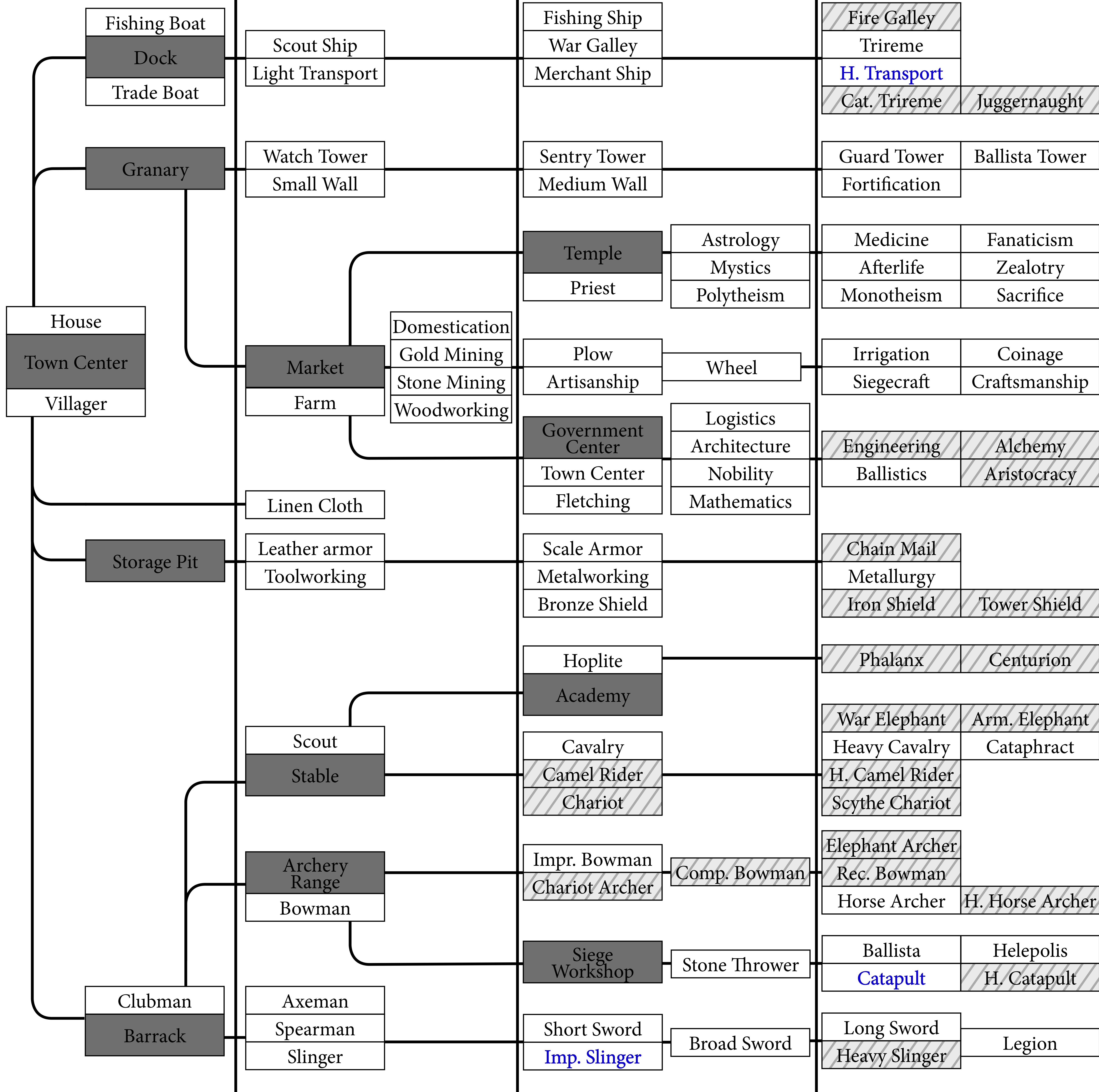
- ~~Long Swordsmen and Legion +50% HP~~
- Axeman, Short Swordsman, Broad Swordsman, Long Swordsman and Legion +10/15/20/60/80 HP (respectively)
- Towers +2 range
- Priests cost -30%
- All stable units +1 slash armor
- Farms and Houses +75% HP
- All ranged units benefit from shield upgrades

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



EGYPTIAN

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

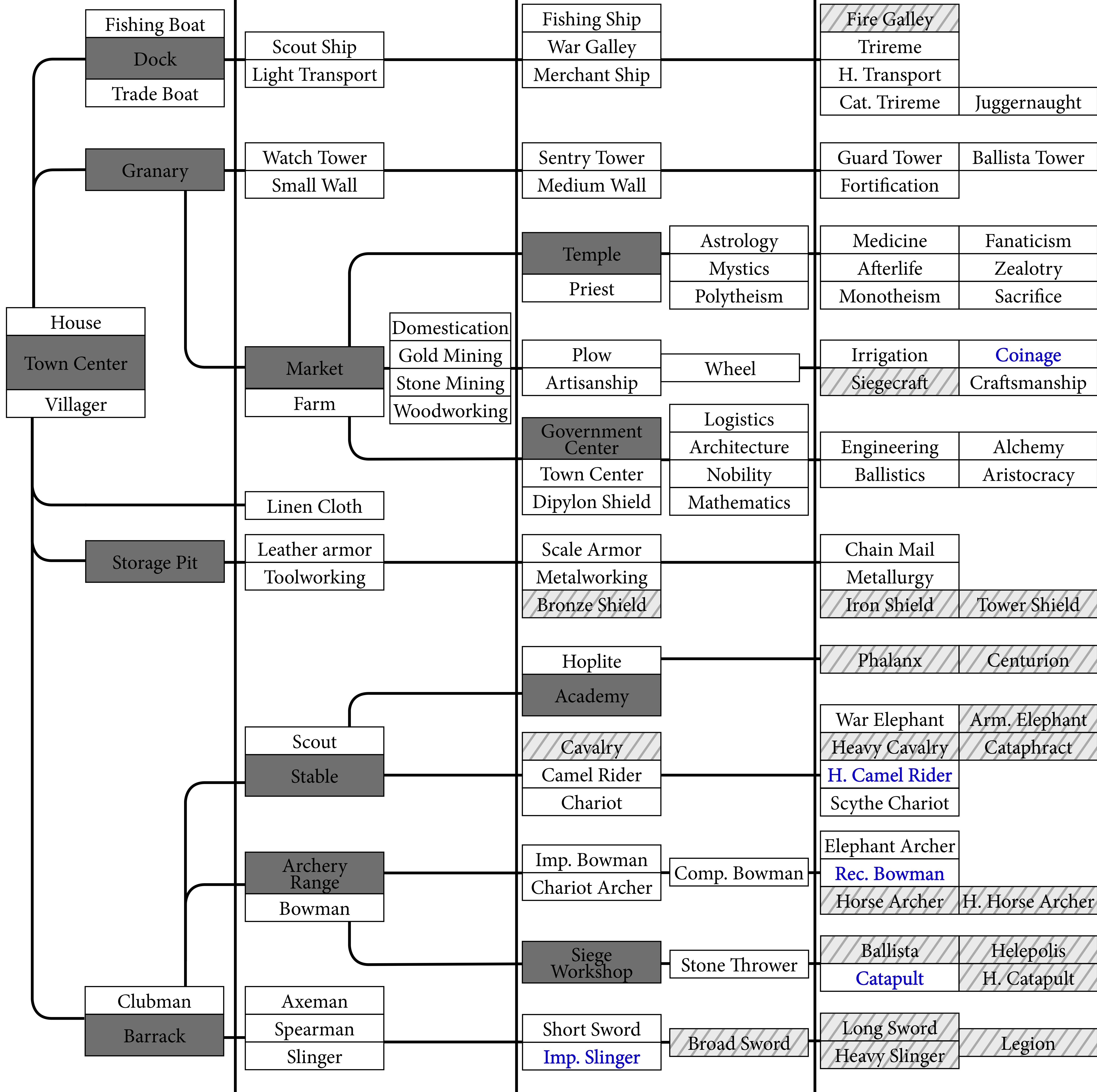
- All chariot units ~~+33% HP~~ -> **+25% HP**
- Gold Miners work 20% faster
- **Aging up is 15 seconds faster**
- Priests ~~+2 range~~ -> **+3 range**

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



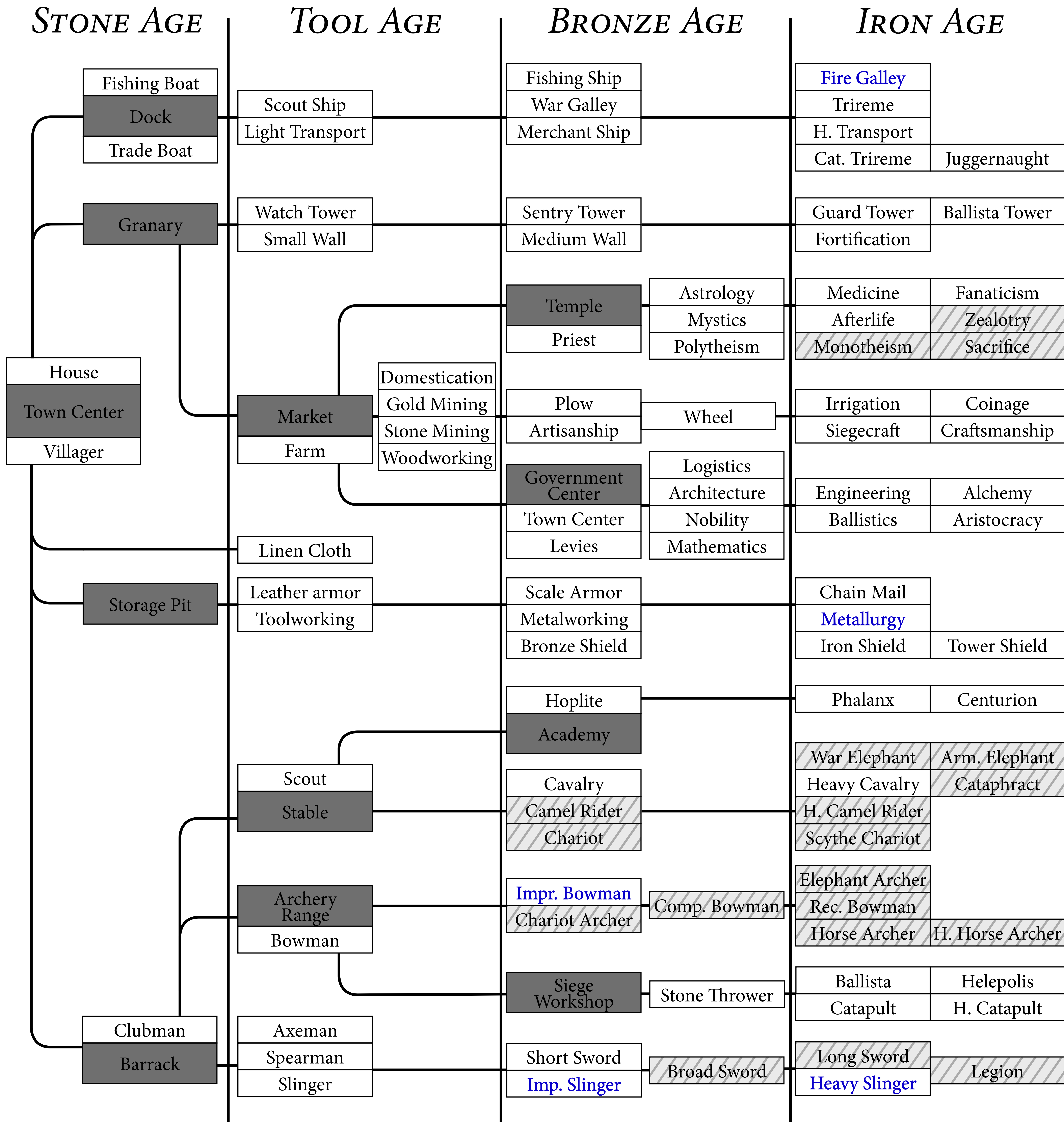
GREEK

U. Tech. - Levies
Swordsmen and bowmen cost wood instead of gold

•Foot soldiers and siege workshop units move 5/10/20% faster at Tool/
Bronze/Iron Age (respectively)

•All buildings +5 Line of sight
•All cavalry units +10% HP

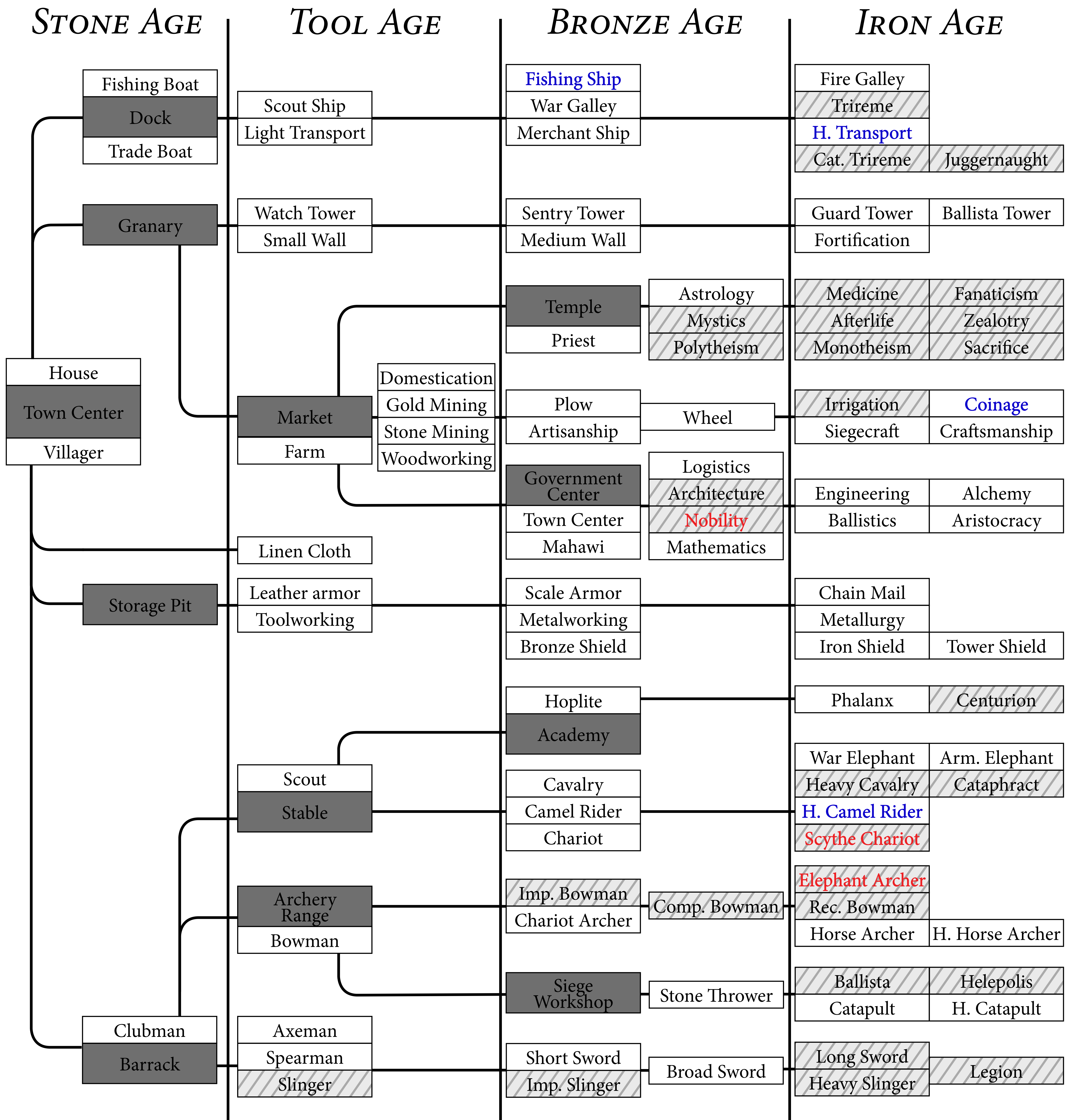
•~~Academy units cost -20%~~
•~~Academy units move 30% faster~~
•All ships move 25% faster -> **20% faster**



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**



BRONZE AGE

Fishing Ship

War Galley

Merchant Ship

Sentry Tower

Medium Wall

Temple

Priest

Domestication

Gold Mining

Stone Mining

Woodworking

Plow

Artisanship

Government Center

Town Center

Mahawi

Scale Armor

Metalworking

Bronze Shield

Hoplite

Academy

Cavalry

Camel Rider

Chariot

Imp. Bowman

Chariot Archer

Siege Workshop

Stone Thrower

Short Sword

Imp. Slinger

IRON AGE

Fire Galley

Trireme

H. Transport

Cat. Trireme

Juggernaut

Guard Tower

Ballista Tower

Fortification

Medicine

Afterlife

Monotheism

Fanaticism

Zealotry

Sacrifice

Irrigation

Siegecraft

Coinage

Craftsmanship

Engineering

Ballistics

Alchemy

Aristocracy

Chain Mail

Metallurgy

Iron Shield

Tower Shield

Phalanx

Centurion

War Elephant

Arm. Elephant

Heavy Cavalry

Cataphract

H. Camel Rider

Scythe Chariot

Elephant Archer

Rec. Bowman

Horse Archer

H. Horse Archer

Ballista

Catapult

Helepolis

H. Catapult

Long Sword

Heavy Slinger

Legion

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**

MACEDONIAN

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

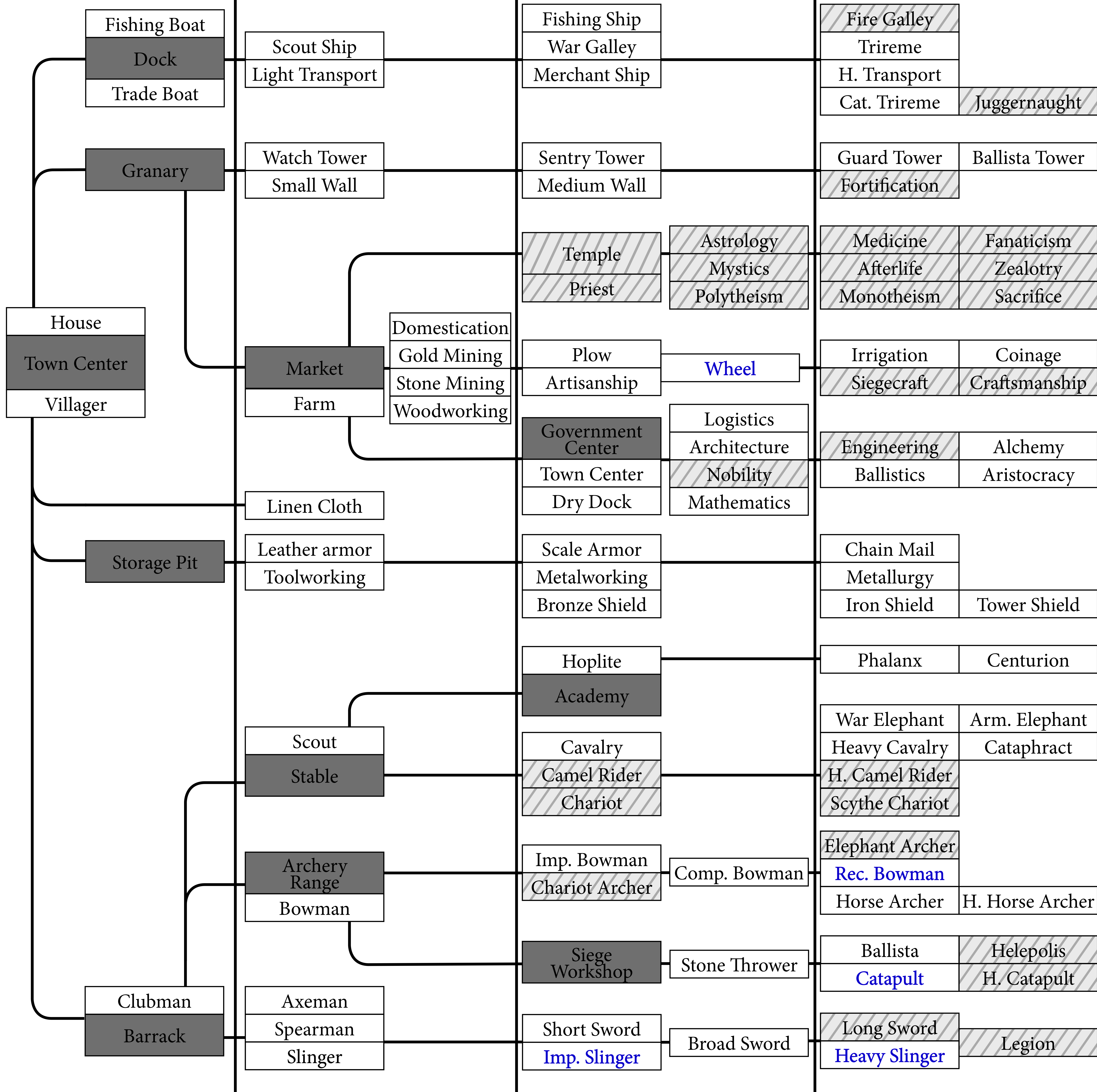
- Academy units ~~+2 pierce armor~~ -> **+1 pierce armor**
- Siege Workshop units cost ~~-50%~~ -> **-25%**
- All non ranged units +2 LOS
- All units 4 times more resistant to conversion

STONE AGE

TOOL AGE

BRONZE AGE

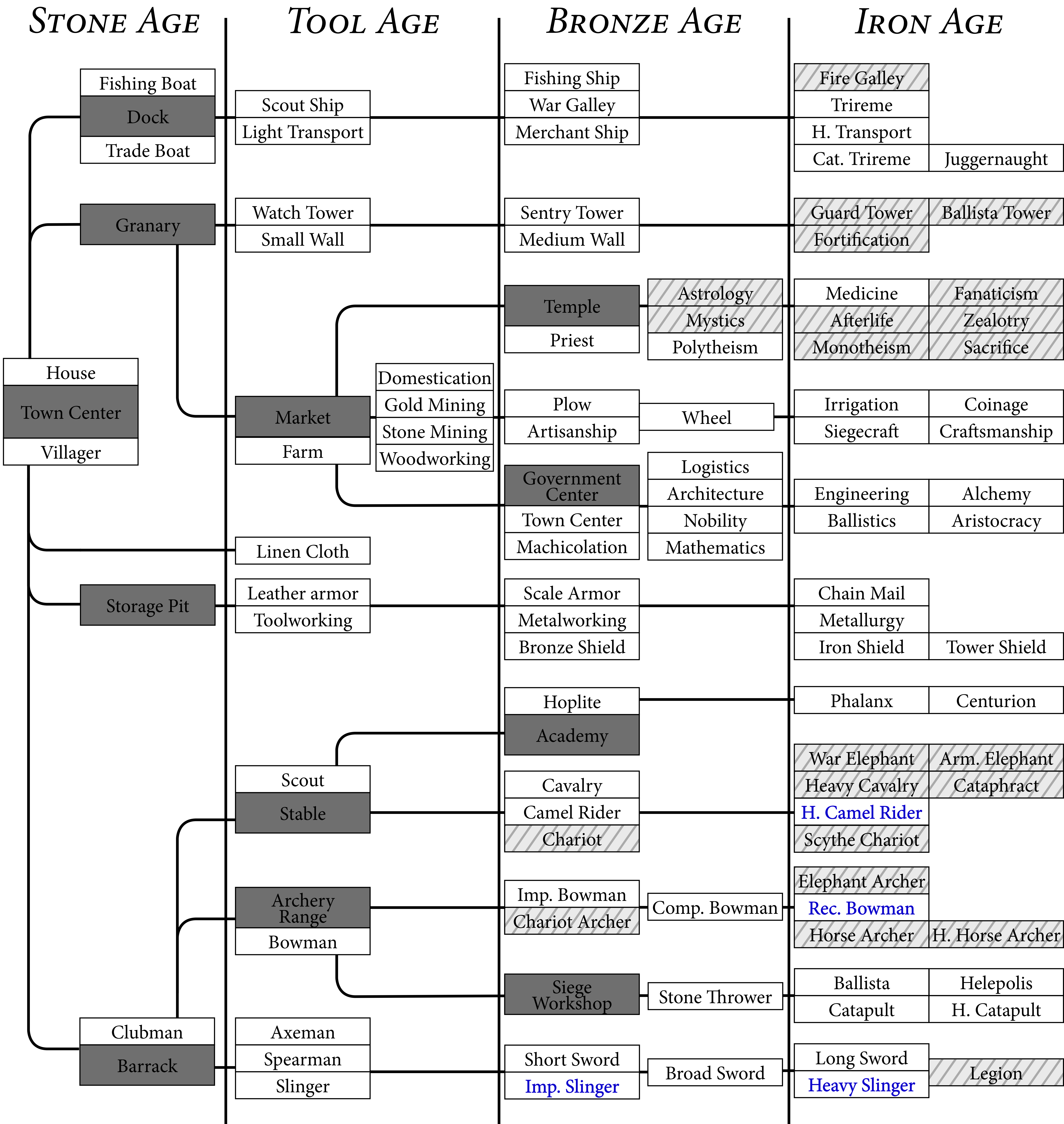
IRON AGE



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%~~



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~~

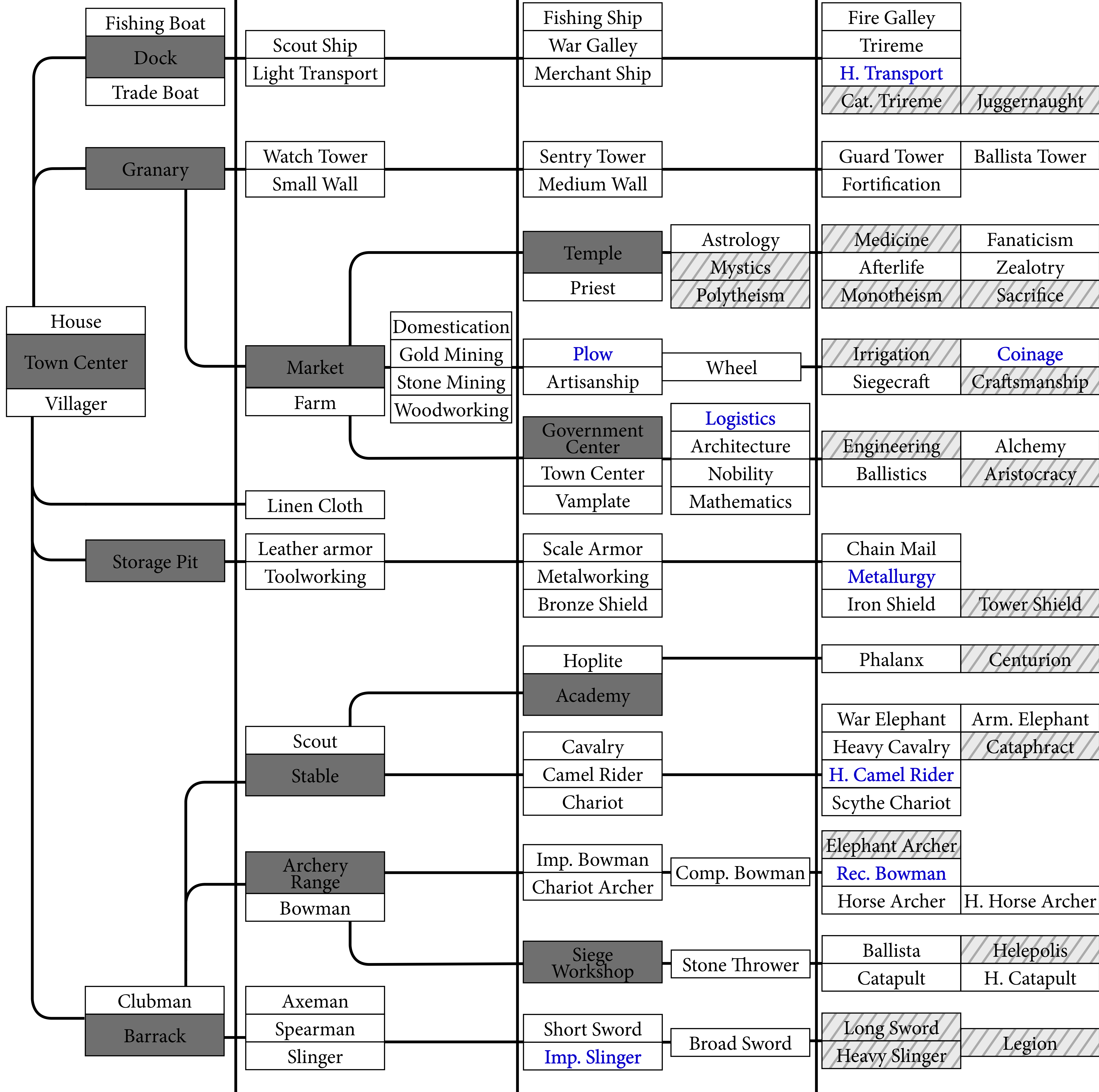
- ~~Villagers +1 pierce/slash armor~~
- ~~Villagers work 25% faster at all tasks~~
- ~~Tributes are free~~

STONE AGE

TOOL AGE

BRONZE AGE

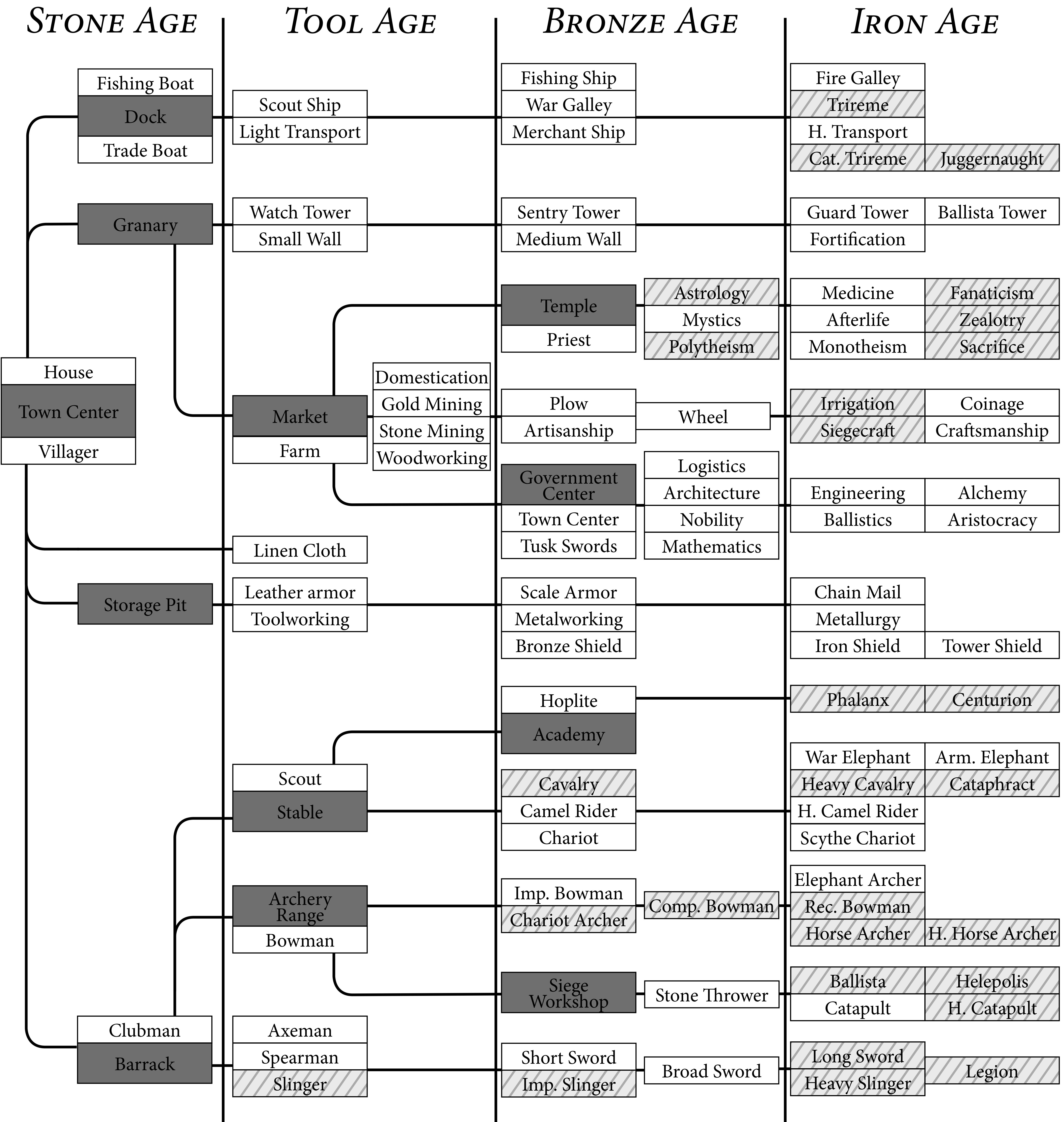
IRON AGE



PARTHIA

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

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



PERSIAN

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

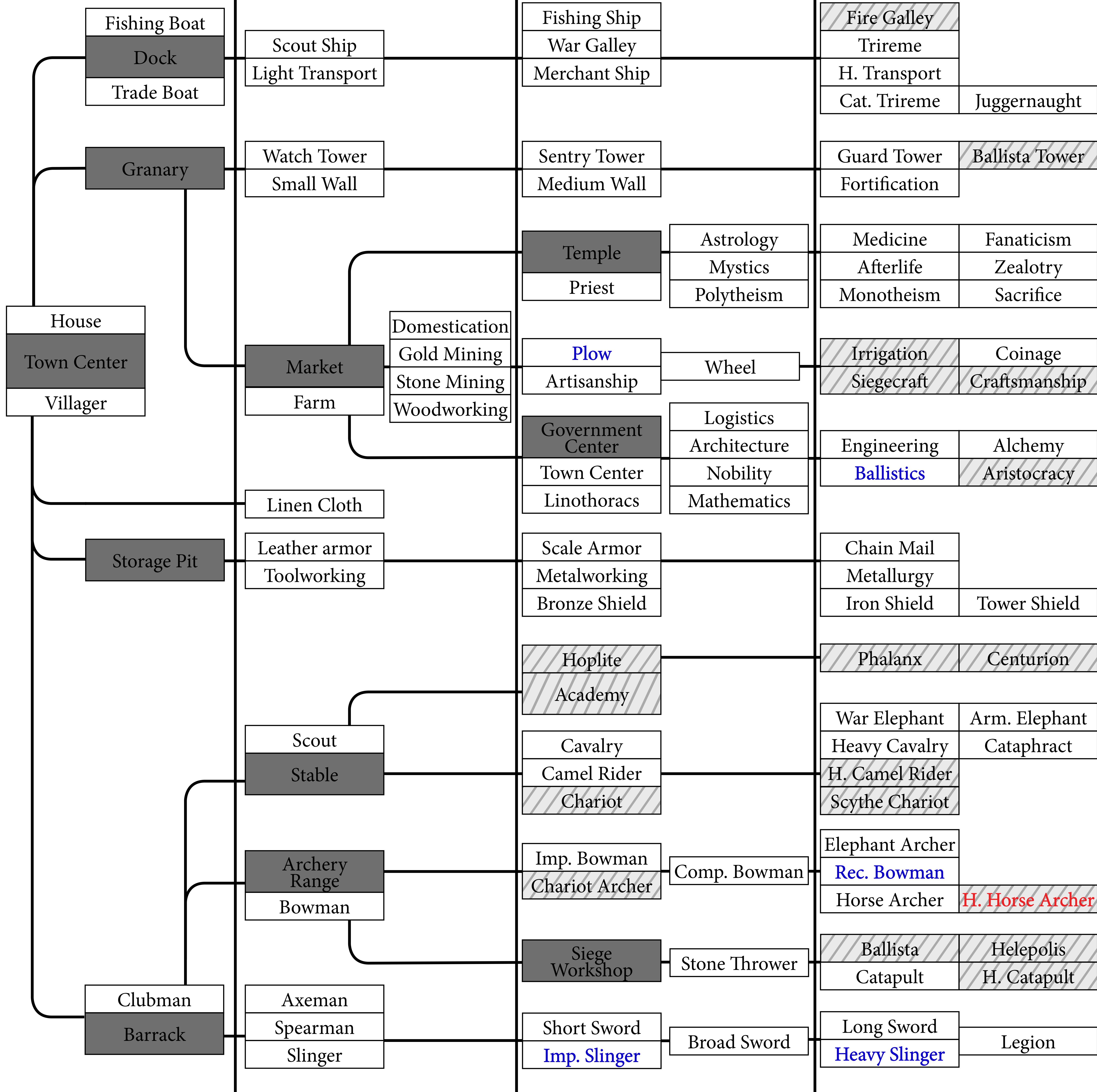
- All elephant units move ~~40% faster~~ -> **25% faster**
- ~~Hunters work 30% faster~~
- **Hunted animals grant 40% more food**
- **All Temple technologies cost wood instead of gold**
- Triremes fire ~~33% faster~~ -> **20% faster**

STONE AGE

TOOL AGE

BRONZE AGE

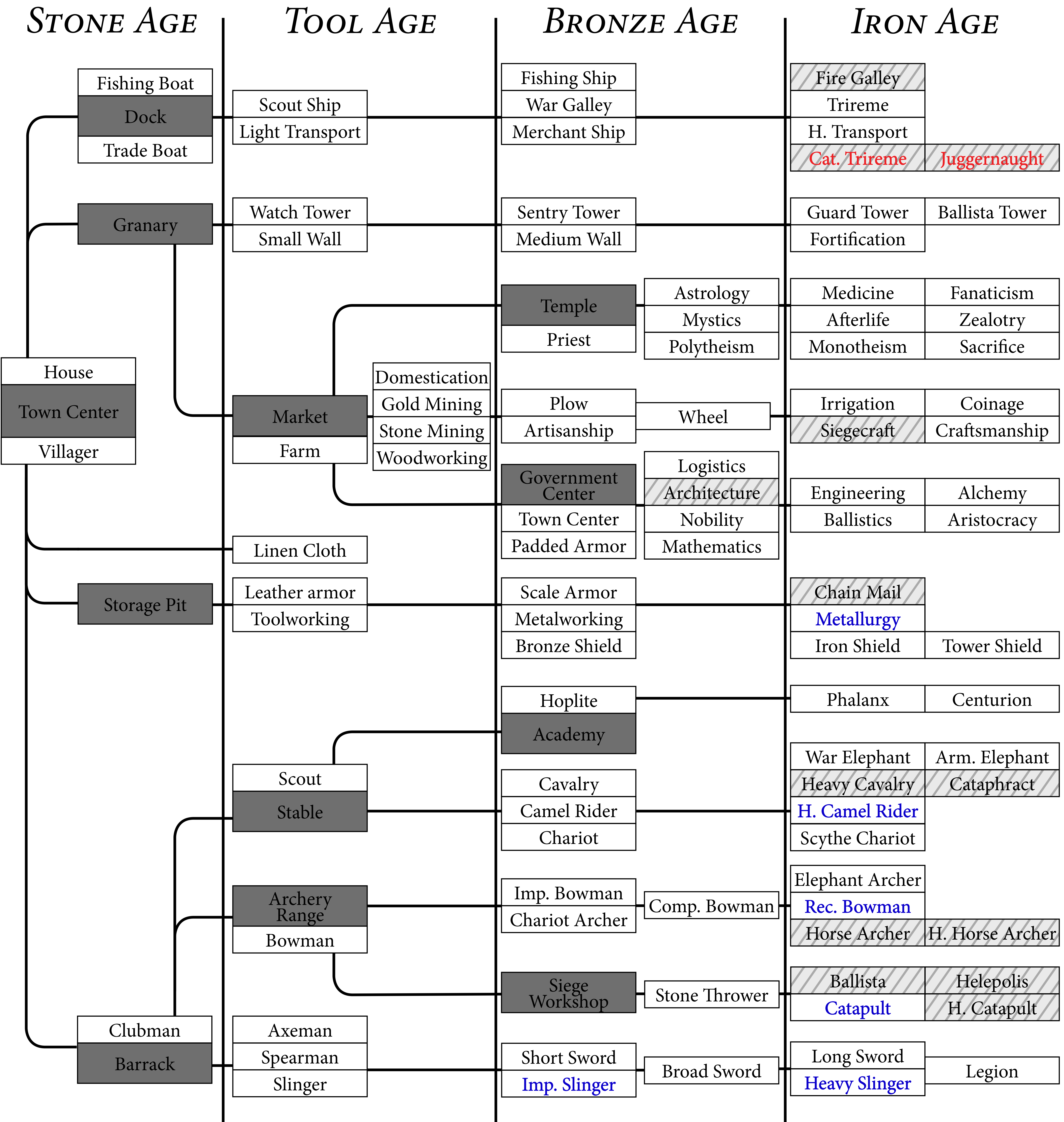
IRON AGE



PHOENICIAN

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

- ~~Catapult Trireme and Juggernaut~~ 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



ROMAN

U. Tech. - Bodkin
All bowmen ignore unit armor

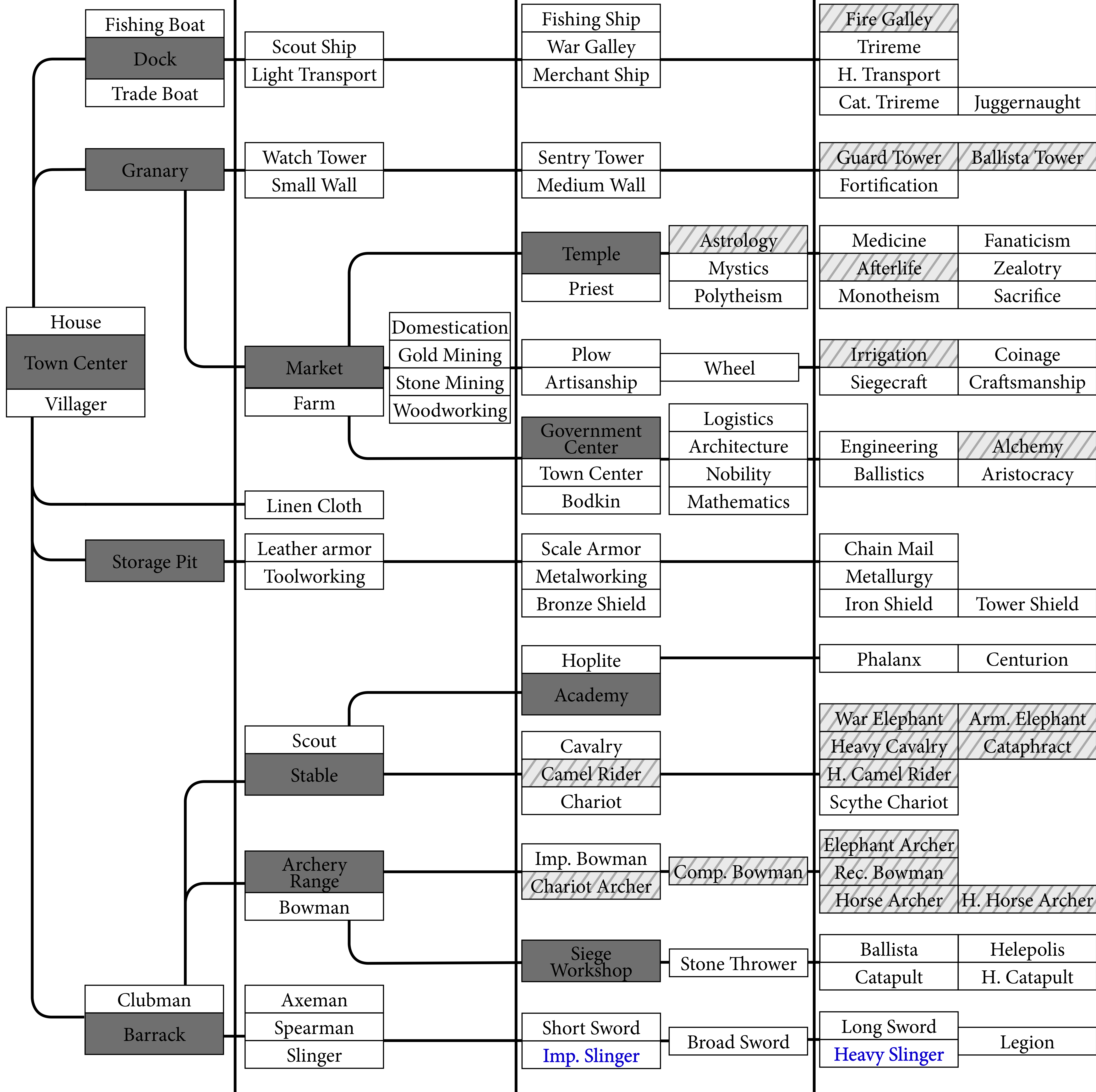
- Buildings cost -15% -> **-10%** except Towers, Walls and Wonders
- Towers cost ~~-50%~~ -> **-40%**
- Swordsmen and Legions attack ~~50% faster~~ -> **25% faster**

STONE AGE

TOOL AGE

BRONZE AGE

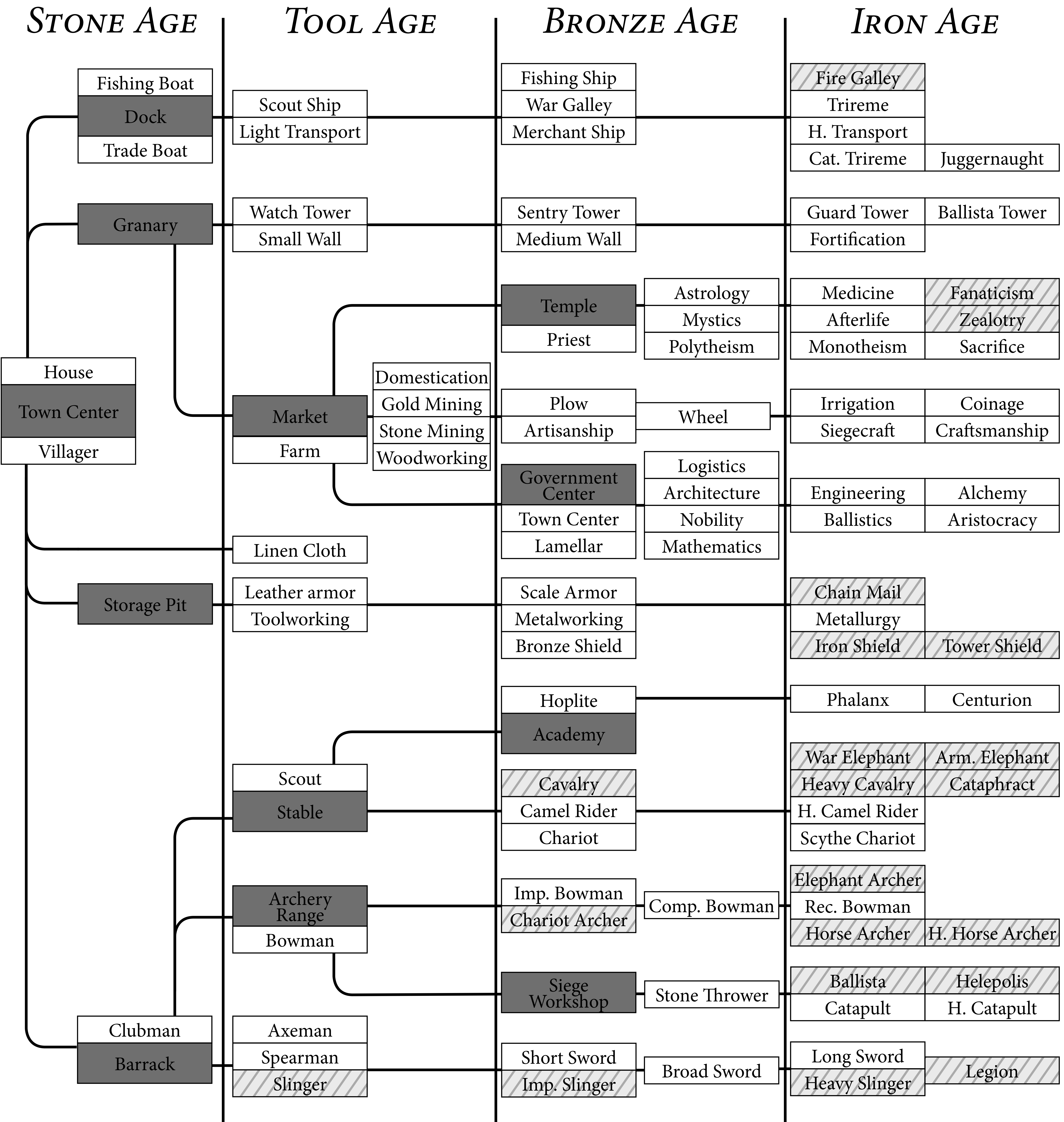
IRON AGE



SCYTHIA

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

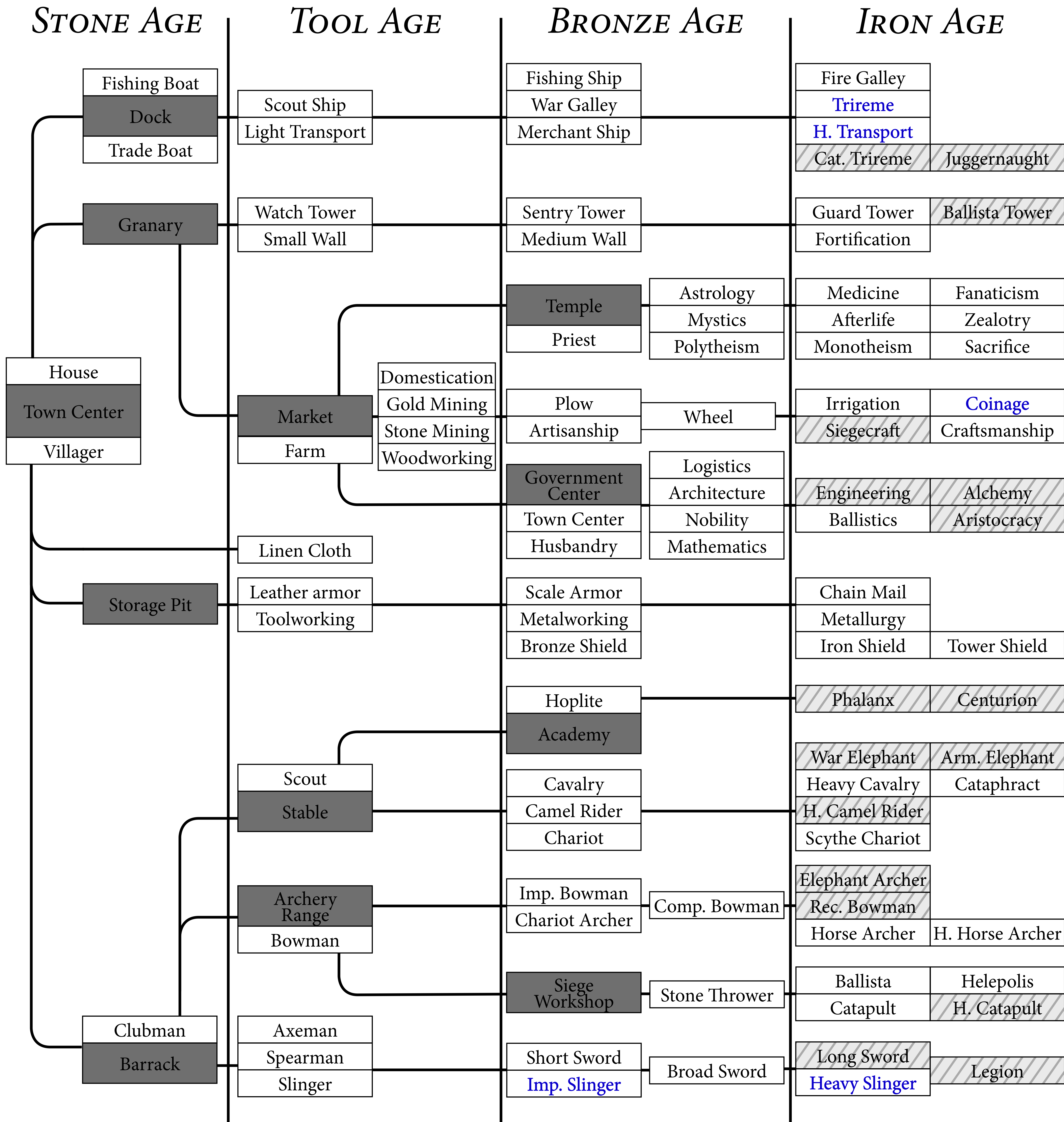
- Villagers benefit from armor upgrades
- All units cost -20% gold



SHANG

U. Tech. - Husbandry
Stables work 33% faster

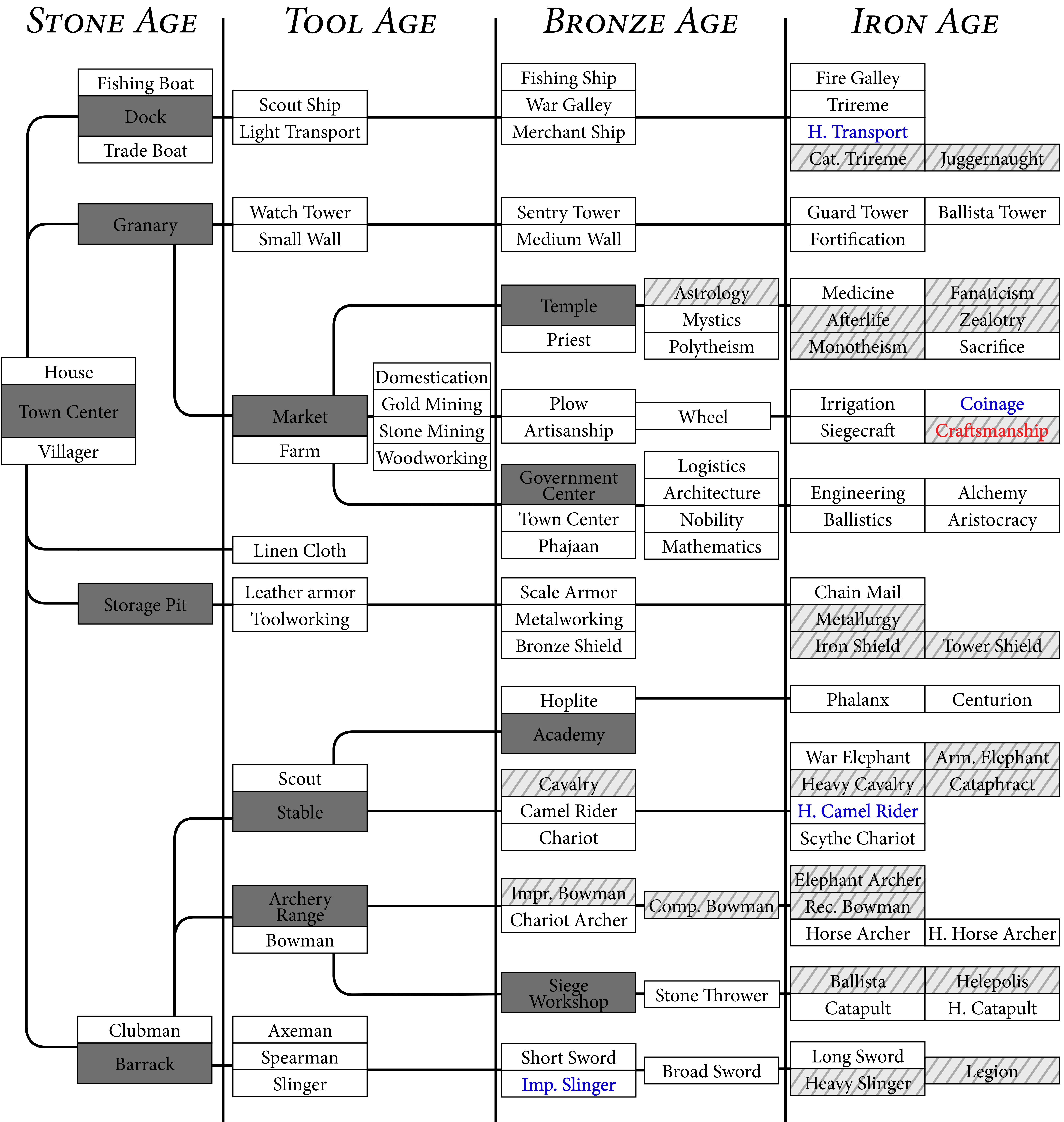
- Town Centers and Military buildings cost +33%
(Town Centers cost increase takes effect after Tool Age)
- Starts game with -40 food
- Villagers cost 40 food
- Walls +50% HP -> +60% HP



SUMERIAN

U. Tech. - Phajaan
Stable units +1 attack

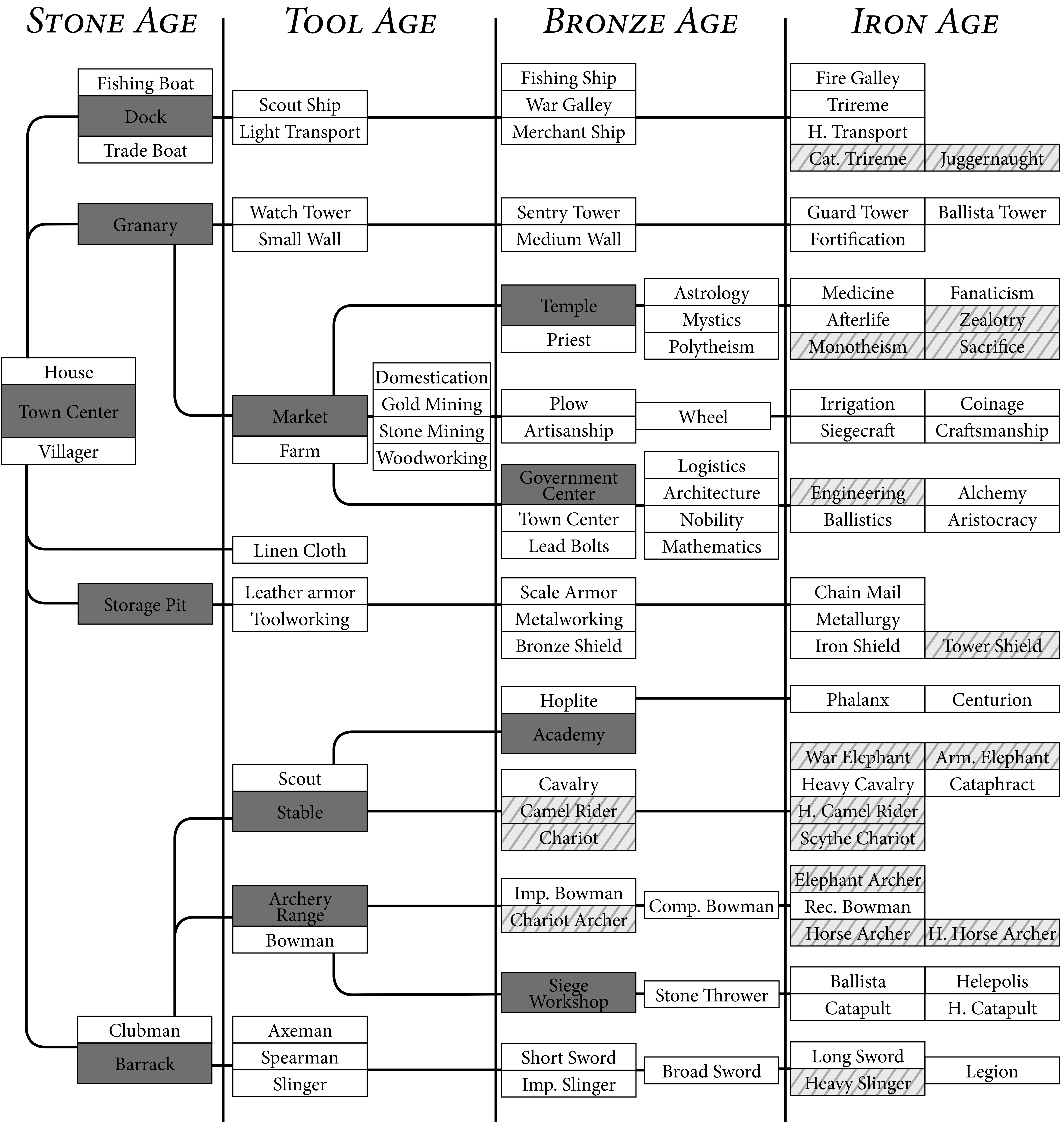
- Farms +125 food
- ~~Villagers +15 HP~~
- Villagers get +5 HP on age up
- All units cost -10 wood
- Can build farms at Stone Age
- Stone Thrower, Catapult, Heavy Catapult fire ~~42,9% faster~~ -> **30% faster**



THRACE

U. Tech. - Lead Bolts
Slingers +1 attack

- Foragers work 25% more efficiently
- Military buildings cost -20%



YAMATO

U. Tech. - Chemistry
Siege units +10 damage

- Ships +20% HP
- All cavalry units cost ~~-25%~~ -> **-15%**
- ~~Villagers move 14% faster~~
- **Foragers work 5% faster**
- **Towers fire 25% faster**

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE

