+	Version: 31.08.18  Description	Building	= Age	Buildings, Units & Technology	Aztec	Berbers	Burmes	Byzant.	Celts	Ethiop.	Franks	Goths	Incas	Italians	Japanes	Koreans	Magyar	Malians	Mayans	Persians	Portug.	Saracens	Slavs	Spanish	Teutons	Turks	Vietnam	Cost	
H	wall replaces Stone Wall	U	III	Stone Wall Fortified Wall	H				-							Н		Н			+		+	-			Н	200F 100W	0
	replaces Watch Tower	U	III	Guard Tower																			Т					100F 250W	0
	replaces Guard Tower	U	IV	Keep																								500F 350W	1:
	cannon tower	U	IV	Bombard Tower																								800F 400W	1:
	Watch/Guard T./Keep +1/2/3 attack	U	IV	Arrowslits																								250F 250W	0
	Towers/Castle bonus dmg vs ships*	U	Ш	Heated Shot																								350F 100G	0
	Villagers build 20% faster	U	III	Treadmill Crane																			•	c				300F 200W	0
Г	Buildings +10%hp, +armor*	U	III	Masonry				С																				150F 175W	0
Г	Buildings +10%hp, +armor*	U	IV	Architecture				С																				300F 200W	1:
Г	Castles +21% HP	С	IV	Hoardings																								400F 400G	1:
Г	15% faster gold gathering (1.32 total)	MC	III	Gold Shaft Mine																					$\neg$			200F 150W	1:
_	5% faster stone gathering (1.32 total)	MC	Ш	Stone Shaft Mine																								200F 150W	1:
	0% faster wood gathering (1.59 total)	LC	IV	Two-Man Saw					С							Т												300F 200W	1:
Г	Farms +175F	Mill	IV	Crop Rotation																								250F 250W	1:
Г	-15% trading fee	MK	IV	Guilds																		С						300F 200G	0
/ill	agers +15 vs build., +15 vs stone def.	С	IV	Sappers												Г												400F 200G	0
	replaces Scout Cavalry	S	III	Light Cavalry																								150F 50G	0
r	replaces Light Cavalry	S	IV	Hussar			_																					400F 600G	0
r	heavy cavalry	S	Ш	Knight																			т						Ť
H	replaces Knight	S	IV	Cavalier												Н												300F 300G	1:
H	replaces Cavalier	S	IV	Paladin																								1300F 750G	2
H	Heavy, slow Cavalry			(E.) Battle Elephant		$\vdash$				+				$\Box$					+		$\dashv$	+						1200F 900G	1:
-	anti-cavalry		III/IV	· · · · · · · · · · · · · · · · · · ·							+	+		$\vdash$									+	+				325F 360G	1:
H	+10% cavalry speed (not missionaries)	S	III/IV	Husbandry	$\vdash$																				$\dashv$		+	150F	0
H		S	III	Bloodlines	$\vdash$						С																	150F 150F 100G	1
	+20hp cavalry/mounted units	BS	IV		$\vdash$						-						X											_	1:
_	+1/+1p cavalry armor		. <u>IV</u> _	Plate Barding A.	-						-							-					-	-				350F 200G	+;
_	+2 cavalry & infantry atk	BS		Blast Furnace	-		4-	_			-+					_						_		-4			_	275F 225G	_
_	replaces Spearman	В	III	Pikeman					_		_				_	Н					_		_	-				215F 90G	0
_	replaces Pikeman	В	IV	Halberdier	_				_		_	_			_	Н		ш					_	_			_	300F 600G	0
	replaces Long Swordsman	В	IV	2H Swordsman																ш	_			_				300F 100G	1
	replaces 2H Swordsman	В	IV	Champion																ш				_				750F 350G	1
	+10% infantry speed	В	Ш	Squires					C																			100F	0
	+1/+2p infantry armor	BS	IV	Plate Mail Armor																								300F 150G	1
	replaces Skirmisher	Α	III	Elite Skirmisher																								200W 100G	0
	replaces Cavalry Archer	Α	IV	Hvy Cav Archer												П									П			900F 500G	0
	replaces Archer	Α	Ш	Crossbowman																								125F 75G	0
	replaces Crossbowman	Α	IV	Arbalest																				T	П			350F 300G	0
	100% archer accuracy, faster firing*	Α	III	Thumb Ring	П																							300F 250W	0
Г	CA: +1/+2p armor, atk. vs. Spears*	Α	IV	Parthian Tactics							$\neg$																	200F 250G	1
_	+1atk & range for arrow atk	BS	IV	Bracer																								300F 200G	0
	+1/+2p archer armor	BS	IV	Ring Archer Armor			Х																					250F 250G	1
_	Monk can convert Monks	М	III	Atonement			-								_								_	-				325G	0
_	Monks walk 15% faster	М	III	Fervor	Н																-		-	-				200G	0
_	Monk can convert buildings	М	III	Redemption			_								_						_		-	-				140G	0
_	Monk +50% hp	М	III	Sanctity											_								+	-				120G	1
_		M	IV				-				_				_						-		-	-				200G	0
_	Monk +3 conversion range	M	IV	Block Printing			-				-				_								-	-			_	120G	1
_	Monk 87.5% faster recharge	_		Illumination			-				-				_								-	-			_		1
_	1 Monk recharges if in group	М	IV	Theocracy																_	_	_	_	-				200G	-
_	converted units die	М	III	Heresy							_										_		_	_				1000G	1
_	garrisoned units heal x4 faster	М	III	Herbal Medicine					_		_							_		ш	_			_			_	350G	(
	onv min/max time +2/5s, chance -66%	М	IV	Faith					_		_												_					750F 1000G	
	replaces Scorpion	SW	IV	Heavy Scorpion	_				_					ш		_												1000F 1100W	_
	replaces Ram	SW	IV	Siege Ram																				_	_			1000F	1
_	anti-infantry, archer	SW	IV	Onager																								800F 500G	1
	replaces Onager	SW	IV	Siege Onager																				_				1450F 1000G	-
	siege +1 range +20% atk vs build.	U	IV	Siege Engineers																ليا								600W 500F	(
	close range gun unit (anti-infantry)	Α	IV	Hand Cannoneer																									
	long range, anti-building	SW	IV	Bombard Cannon																									
_	long range ship	D	IV	Cannon Galleon																								400F 500W	C
	replaces Cannon Galleon	D	IV	E Cannon Galleon																								525W 500G	(
		D	IV	Galleon												П												400F 315W	1
_	replaces War Galley	D	11/111	Fire Galley/Ship																									
	replaces War Galley short range, anti-ship	U		Fast Fire Ship																								280W 250G	(
	short range, anti-ship	D	IV																										
	short range, anti-ship replaces Fire Ship		IV II/III	Demo Raft/Ship																								200W 300G	(
	short range, anti-ship replaces Fire Ship exploding ship	D D	11/111						_																		_		
	short range, anti-ship replaces Fire Ship exploding ship replaces Demolition Ship	D D D	II/III IV	Heavy Demo Ship																				-				1000F 300G	-
	short range, anti-ship replaces Fire Ship exploding ship replaces Demolition Ship ships -20% wood, +54% create speed	D D D	II/III IV IV	Heavy Demo Ship Shipwright					-						_	Н												1000F 300G 600F 400G	1
	short range, anti-ship replaces Fire Ship exploding ship replaces Demolition Ship	D D D D	II/III IV	Heavy Demo Ship Shipwright Dry Dock Buildings, Units &	Aztec	erbers	Sritons	yzant.	Celts	thiop.	Franks	Goths	Incas	talians	Chmer	oreans	lagyar Malav	lalians	Tayans ongols	rsians	ortug.	racens	Slavs	panish	entons	Turks	ikings	600F 400G	1
	short range, anti-ship replaces Fire Ship exploding ship replaces Demolition Ship ships -20% wood, +54% create speed ships +15% speed, transport +10	D D D	II/III IV IV	Heavy Demo Ship Shipwright Dry Dock	Aztec	Berbers	Burmese	Byzant.	Chinoso	Ethiop.	Franks	Goths	Incas	Italians	Japanese	Koreans	Magyar	Malians	Mayans Mongols	Persians	Portug.	Saracens	Slavs	Spanish	Teutons	Turks	Vietnam.	600F 400G	-
	short range, anti-ship replaces Fire Ship exploding ship replaces Demolition Ship ships -20% wood, +54% create speed ships +15% speed, transport +10  Description	Building O O O O	<i>Age</i>	Heavy Demo Ship Shipwright Dry Dock Buildings, Units & Technology		<b>~</b> '			ť	1_					Ja	¥	_			$\perp$		Sar	,		ř		>	600F 400G	-
	short range, anti-ship replaces Fire Ship exploding ship replaces Demolition Ship ships -20% wood, +54% create speed ships +15% speed, transport +10  Description  Only available to (meso-)american civ	D D D D D D D D D D D D D D D D D D D	<i>Age</i>	Heavy Demo Ship Shipwright Dry Dock Buildings, Units & Technology Mayans, Incas):		II .	E	agle	Scout	t	<u>В</u> І	II E	agle W	arrio	r	200	OF 200	G	0:50	BS	IV	Eli	ite l	Eag	gle \	Warr	or	Cost 800F 500G	
_	short range, anti-ship replaces Fire Ship exploding ship replaces Demolition Ship ships -20% wood, +54% create speed ships +15% speed, transport +10  Description  Only available to (meso-)american civilable to all but (meso-)american civs:	D D D D S (Azt		Heavy Demo Ship Shipwright Dry Dock Buildings, Units & Technology Mayans, Incas): Scout	B A	 	Ca	agle valry	Scout Arch	t er	B I	II E	agle W cale Ba	arrio rdin	or g Arm	200 or	OF 200	G F	0:50 0:45	BS BS	IV III	Eli	ite I	Eag Bar	gle \	Warr ng Ar	ior mor	Cost 800F 500G 250F 150G	
9	short range, anti-ship replaces Fire Ship exploding ship replaces Demolition Ship ships -20% wood, +54% create speed ships +15% speed, transport +10  Description  Only available to (meso-)american civilable to all but (meso-)american civs: mb Ring: Archery units 100% accuracy	D D D D S (Azto	II/III IV IV IV ecs, I	Heavy Demo Ship Shipwright Dry Dock Buildings, Units & Technology  Mayans, Incas): Scout rgets), Faster firing: Sl	B A cirm	II III s/Slin	Car nger/	agle valry 'Geni	Scout Archi	er none;	B I BS I War	II E	agle W cale Ba on/Ca	arrio rdin valry	g Arm Arch	200 or er-li	0F 200 150 ne +1	G F I%, CI	0:50 0:45 nu Ko	BS BS Nu	IV III +20	Eli Cha	ite I	Eag Bar othe	gle \rdin	Warr ng Ar arche	ior mor ry ur	600F 400G Cost 800F 500G 250F 150G its: 18% faster	
1	short range, anti-ship replaces Fire Ship exploding ship replaces Demolition Ship ships -20% wood, +54% create speed ships +15% speed, transport +10  Description  Only available to (meso-)american civilable to all but (meso-)american	D D D D S (Azto	II/III IV IV IV ecs, I le tai	Heavy Demo Ship Shipwright Dry Dock Buildings, Units & Technology  Mayans, Incas): Scout rgets), Faster firing: Sk dmg vs. Spear-line; N	B A cirm	II III s/Slin gudai	Car nger/ i, Ele	agle valry 'Geni phan	Scout Architour i	er none; her +	B I BS I War 1/+2	II E	agle W cale Ba on/Ca nor an	arrio rding valry d +2	g Arm Arch dmg	200 er-lii	0F 200 150 ne +1 <sup>-</sup> Spear-	G F I%, CI line; (	0:50 0:45 nu Ko Cells r	BS BS Nu mark	IV III +20 ced v	Eli Cha 1%, a vith	ite I	Eag Bar othe	gle \rdin er a ssin	Warr ng Ar arche	ior mor ry ur	600F 400G Cost 800F 500G 250F 150G its: 18% faster	
1	short range, anti-ship replaces Fire Ship exploding ship replaces Demolition Ship ships -20% wood, +54% create speed ships +15% speed, transport +10  Description  Only available to (meso-)american civs: mb Ring: Archery units 100% accuracy ian Tactics: Cavalry Archer +1/+2p arms conry/Architecture: Buildings, towers (no	D D D D D S (Azte	II/III IV IV IV ecs, I Il le tai	Heavy Demo Ship Shipwright Dry Dock Buildings, Units & Technology Mayans, Incas): Scout rgets), Faster firing: Sl dmg vs. Spear-line; Nates) +10% HP, +1/+	B A cirm: //anc	II III s/Slin gudai	Car nger/ i, Ele	agle valry Geni phan	Scout Arche Itour in it Arch	er none; her + ng ar	B I BS I War 1/+2 mor	II Early Solution State of the	agle W cale Ba on/Ca nor and	arrio rdine valry d +2 prote	g Arm Arch dmg	200 er-lii vs. S	0F 200 150 ne +1 <sup>-</sup> Spear- t build	G F I%, CI line; (	0:50 0:45 nu Ko Cells r mg fr	BS BS Nu mark	IV III +20 ced v	Eli Cha 1%, a with	ite lain la	Eag Bar othe Mis	gle verdinger a ssingers)	Warr ng Ar arche ng pro	ior mor ry ur eviou	600F 400G Cost 800F 500G 250F 150G nits: 18% faster	()
1	short range, anti-ship replaces Fire Ship exploding ship replaces Demolition Ship ships -20% wood, +54% create speed ships +15% speed, transport +10  Description  Only available to (meso-)american civilable to all but (meso-)american	D D D D D S (Azte	II/III	Heavy Demo Ship Shipwright Dry Dock Buildings, Units & Technology Mayans, Incas): Scout rgets), Faster firing: Sl dmg vs. Spear-line; Nates) +10% HP, +1/+	B A cirm: //anc	II III s/Slin gudai	Car nger/ i, Ele	agle valry Geni phan	Scout Architour in it Archibuildi	er none; her + ng ar	B I BS I War 1/+2 mor	II Early See Wag	agle W cale Ba on/Ca nor and s not p ships (F	arrio rdine valry d +2 prote	g Arm Arch dmg	200 er-lii vs. S	0F 200 150 ne +1 <sup>-</sup> Spear- t build	G F I%, CI line; ( ing d	0:50 0:45 nu Ko Cells I mg fr	BS BS Nu mark rom	IV III +20 ced v	Eli Cha 1%, a with ntry, witl	ite I ain I all o X: I arc	Eag Bar othe Mis	gle v rdin er a ssin ers)	Warr ng Ar arche ng pro	ior mor ry ur eviou	600F 400G Cost 800F 500G 250F 150G its: 18% faster	()

B III Longswordsman
B II Tracking TC | Feudal Age 200F 65G 0:45 BS III Leather Archer Armor 150F 150G 500F 2:10 III Bow Saw 150F 100W 0:50 0:55 LC 200F 100S TC II Castle Age 75F 75W 0:20 U III Murder Holes 800F 200G 2:40 Mill II Horse Collar 50F 0:35 1:00 B III Arson 125F 125W 0:40 150F 50G 0:25 300W 175G TC III Imperial Age 1000F 800G 3:10 Mill III Heavy Plow U III Ballistics 1:00 BS II Forging 100F 75W 0:30 II Gold Mining 150F 0:50 Α TC II Town Watch 75F 0:25 MC 100F 75W BS II Scale Mail Armor U 0:30 100F 0:40 IV Chemistry 300F 200G 1:40 TC III Town Patrol 300F 100G 0:40 MC II Stone Mining C C Fletching 100F 50G 0:30 IV Spies \ Treason 200G/vill \400G 0:01 TC I Loom 50G 0:25 Mark. II Cartography 0:01 TC II Wheelbarrow 200F 200G BS II Padded Archer Armor 100F 0:40 IV Conscription 150F 150G 175F 50W 1:15 Mark. III Caravan 0:40 1:00 BS III Iron Casting
BS III Chain Mail Armor 220F 120G 1:15 D 300F 200W Mark. III Coinage 200F 100G 1:10 III War Galley 230F 100G 0:50 TC III Handcart 0:55 200F 100G 0:55 D III Careening 250F 100G D III Gillnets 150F 200W Mark. IV Banking 300F 200G 1:10 0:50 0:45