

Aztecs

- Unique Unit:** Jaguar Warrior (Anti-infantry infantry) (Elite: 1000F 500G, 0:45)
- Unique Tech:** Garland Wars – Infantry +4 Attack (450F 750G, 1:00)
- Villagers carry +5 resources
 - All Military units are created 17.6% faster
 - Monks +5HP with each Monastery Tech
 - Free loom research
- Team Bonus:** Relics generate +33% Gold

Britons

- Unique Unit:** Longbowman (Long range archer) (Elite: 850F 850G, 1:00)
- Unique Tech:** Yeomen – Foot Archer Range +1; towers +2 attack (750F 450G, 1:00)
- Town Centers -50% Wood in Castle Age
 - Foot archers (not Skirmishers) +1 Range in Castle Age, +1 Imperial (2 total)
 - Shepherds work 25% faster
- Team Bonus:** Archery Ranges 20% faster

Byzantines

- Unique Unit:** Cataphract (Anti-infantry cav.) (Elite: 1600F 800G, 0:50)
- Unique Tech:** Logistica - Cataphracts 5 AoE dmg (0.5 blast radius), +6 bonus dmg vs. Infantry (1000F 600G, 0:50)
- Buildings (except Gates) +10/20/30/40% HP in Dark/Feudal/Castle/Imperial Age
 - Camels, skirmishers, spear-line cost 25% less
 - Fire Ships attack 20% faster
 - Town Watch is free
 - Advance to Imperial Age costs -33%
- Team Bonus:** Monks +50% heal speed

Celts

- Unique Unit:** Woad Raider (fast infantry) (Elite: 1000F 800G, 0:45)
- Unique Tech:** Furor Celtica – Siege Workshop units +50% HP (750F 450G, 0:50)
- Lumberjacks work 15% faster
 - Infantry move 15% faster
 - Siege weapons fire 25% faster
 - Can convert sheep even if enemy units are next to it.
- Team Bonus:** Siege Workshops 20% faster

Chinese

- Unique Unit:** Chu Ko Nu (Fast-firing Crossbowman) (Elite: 760F 760G*, 0:50)
- Unique Tech:** Rocketry - Chu Ko Nu +2 attack, scorpion +4 attack (600F 600G*, 1:00)
- Start: 3 extra villagers, -50 Wood, -200 Food
 - Technologies cost -10/15/20% in Feudal/Castle/Imperial Age (*applied to UT)
 - Town Centers support 10 population
 - Demolition Ships +50% HP
- Team Bonus:** Farms provide +45 food

Franks

- Unique Unit:** Throwing Axeman (Short ranged infantry) (Elite: 1000F 850G, 0:45)
- Unique Tech:** Bearded Axe - Throwing Axeman +1 range (400F 400G, 1:00)
- Castles are 25% cheaper
 - Knights +20% HP
 - Free farm upgrades (Mill required)
- Team Bonus:** Knights +2 Line of Sight

Goths

- Unique Unit:** Huskarl (Anti-archer infantry) (Elite: 1200F 550G, 0:40)
- Castle Age Tech:** Anarchy - Create Huskarls at Barracks (450F 250G, 1:00)
- Imperial Age Tech:** Perfusion - Barracks work twice as fast (400F 600G, 0:40)
- Infantry cost -35% starting in Feudal
 - Infantry +1 attack vs buildings.
 - Villages +5 attack vs. Wild boar
 - Hunters carry +15 meat
 - +10 to population limit in Imperial Age
- Team Bonus:** Barracks work 20% faster

Huns

- Unique Unit:** Tarkan (Medium Cavalry with bonus against buildings) (Elite: 1000F 500G, 0:45)
- Unique Tech:** Atheism - Wonder/Relic victory time +100 years; -50% Spies/Treason cost (500F 500G, 1:00)
- No houses required, but -100 wood at start
 - Cavalry Archers cost -25% in Castle Age, -30% in Imperial Age
 - Trebuchets are +35% more accurate
- Team Bonus:** Stables are 20% faster

Japanese

- Unique Unit:** Samura (Anti-unique unit infantry) (Elite: 950F 875G, 1:00)
- Unique Tech:** Kataparuto -Trebuchets (un)pack 4x faster, fire 33% faster (750F 400G. 1:00)
- Fishing Ships 2x HP and +2 armor
 - Fishing Ships work 5/10/15/20% faster in Dark/ Feudal/ Castle / Imperial Age
 - Lumber/Mining Camps and Mills 50% cheaper
 - Infantry attack 33% faster starting in Feudal Age
- Team Bonus:** Galleys +50% line of sight

Koreans

- Unique Unit:** War Wagon (High HP; Anti-archer cavalry archer) (Elite: 1000F 800G, 1:15), Turtle Ship (Armored Ship) (Elite: 1000F 800G, 1:05)
- Unique Tech:** Shinkichon - Onager line +1 range (800F 500G, 1:00)
- Villagers have +3 line of sight
 - Stone miners work 20% faster
 - Tower researches free (BBT req. Chemistry)
 - Towers (except Bombard tower) +1 Range in Castle Age, +2 in Imperial Age
- Team Bonus:** Onager line +1 range

Mayans

- Unique Unit:** Plumed Archer (Fast moving foot archer) (Elite: 1000W 500F, 0:45)
- Unique Tech:** El Dorado - Eagle Warrior +40 HP (750F 450G, 0:50)
- Start game with 1 extra villager, -50 Food.
 - Natural resources last 20% longer.
 - Archers cost -10/20/30% in Feudal/Castle/Imperial Age.
- Team Bonus:** Walls are 50% cheaper.

Mongols

- Unique Unit:** Mangudai (Fast-shooting cavalry archer) (Elite: 1100F 675G, 0:50)
- Unique Tech:** Drill - Siege Workshop units move 50% faster (500F 450G, 1:00)
- Cavalry Archers fire 25% faster.
 - Light Cavalry and Hussars have +30% HP.
 - Hunters work 50% faster.
- Team Bonus:** Scout-Line +2 line of sight.

Persians

- Unique Unit:** War Elephant (Slow but powerful heavy cavalry) (Elite: 1600F 1200G, 1:15)
- Unique Tech:** Mahouts - War Elephant +30% speed (300F 300G, 0:50)
- Start game with +50 wood and food.
 - Town Center and Docks have 2x HP.
 - Town Centers and Docks operate +10/15/20% faster in Feudal/Castle/Imperial Age
- Team Bonus:** Knights +2 attack against archer units.

Saracens

- Unique Unit:** Mameluke (Short ranged anti-cavalry cavalry) (Elite: 600F 500G, 0:50)
- Unique Tech:** Zealotry – Mameluke, Camel+30 HP (750F 800G, 0:50)
- Market trade cost is only 5%
 - Transport Ships: 2x HP and +5 carry capacity.
 - Galleys attack 25% faster.
 - Cavalry Archers +4 attack against buildings.
- Team Bonus:** Foot archers +2 attack vs buildings.

Spanish

- Unique Units:** Conquistador (Mounted hand cannoneer) (Elite: 1200F 600G, 1:00), Missionary (Mounted monk)
- Unique Tech:** Supremacy - Villagers receive +6 Attack, +2/2 Armor, +40 HP (400F 250G, 1:00)
- Villagers construct buildings 30% faster.
 - Blacksmith upgrades don't cost gold.
 - Cannon Galleons have Ballistics, fast missiles
 - Hand & Bombard Cannons fire 17.6% faster.
- Team Bonus:** Trade units generate +33%.

Teutons

- Unique Unit:** Teutonic Knight (Slow infantry with heavy melee armor) (Elite: 1200F 600G, 0:50)
- Unique Tech:** Crenellations – Castle +3 range; garrisoned infantry fire arrows (600F 400G, 1:00)
- Monks have 2x healing range.
 - Towers can garrison +10 Units, +4 max arrows
 - Murder Holes is free.
 - Farms cost 33% less.
 - Town center +1 attack, +5 LOS
- Team Bonus:** Units resist conversion: min/max time +1/+2s, conversion chance -50%

Turks

- Unique Unit:** Janissary (Hand cannoneer) (Elite: 850F 750G, 0:55)
- Unique Tech:** Artillery - Bombard Towers/Cannons, Cannon Galleons +2 range (500F 450G, 0:40)
- Gunpowder Units have +25% HP.
 - Gunpowder technologies cost 50% less.
 - Chemistry is free.
 - Gold miners work 15% faster.
 - Light Cavalry and Hussar upgrades are free.
- Team Bonus:** Gunpowder units create 25% faster.

Vikings

- Unique Units:** Berserk (Regenerating infantry) (Elite: 1300F 550G, 0:45), Longboat (Warship with multiple arrow fire) (Elite: 750F 475G, 1:00)
- Unique Tech:** Berserkergang – Berserks regenerate 2x faster – 1HP/1.5s (500F 850G, 0:40)
- Warships cost 20% less.
 - Infantry have +10/15/20% HP in Feudal / Castle/Imperial Age
 - Free Wheelbarrow and Hand Cart
- Team Bonus:** Docks are 25% cheaper.