

Version: 31.10.17		Building	Age	Buildings, Units & Technology	Aztec	Britons	Byzantines	Celts	Chinese	Franks	Goths	Huns	Japanese	Koreans	Mayans	Mongols	Persians	Saracens	Spanish	Teutons	Turks	Vikings	Buildings, Units & Technology	Cost	BT
Description																									
Buildings	wall		II	Stone Wall																			Stone Wall		
	replaces Stone Wall	U	III	Fortified Wall																			Fortified Wall	200F 100W	0:50
	replaces Watch Tower	U	III	Guard Tower																			Guard Tower	100F 250W	0:30
	replaces Guard Tower	U	IV	Keep																			Keep	500F 350W	1:15
	cannon tower	U	IV	Bombard Tower																			Bombard Tower	800F 400W	1:00
	Buildings +10%hp, +armor*	U	III	Masonry																			Masonry	150F 175W	0:50
	Buildings +10%hp, +armor*	U	IV	Architecture																			Architecture	300F 200W	1:10
Castles +21% HP	C	IV	Hoardings																			Hoardings	400F 400G	1:15	
Towers/Castle extra bonus dmg vs ships*	U	III	Heated Shot																			Heated Shot	350F 100G	0:30	
Economy	15% faster gold mining (1.32 total)	MC	III	Gold Shaft Mine																			Gold Shaft Mine	200F 150W	1:15
	15% faster stone mining (1.32 total)	MC	III	Stone Shaft Mine																			Stone Shaft Mine	200F 150W	1:15
	10% faster wood cutting (1.59 total)	LC	IV	Two-Man Saw				C															Two-Man Saw	300F 200W	1:40
	Farms +175f	Mill	IV	Crop Rotation																			Crop Rotation	250F 250W	1:10
	Villagers build 20% faster	U	III	Treadmill Crane																C			Treadmill Crane	300F 200W	0:50
	Villagers +15 atk vs buildings, stone defense	C	IV	Sappers																			Sappers	400F 200G	0:10
	-15% trading fee	MK	IV	Guilds																			Guilds	300F 200G	0:50
Cavalry	replaces Scout Cavalry	S	III	Light Cavalry																			Light Cavalry	150F 50G	0:45
	replaces Light Cavalry	S	IV	Hussar																			Hussar	500F 600G	0:50
	replaces Knight	S	IV	Cavalier																			Cavalier	300F 300G	1:40
	replaces Cavalier	S	IV	Paladin																			Paladin	1300F 750G	2:50
	anti-cavalry	S	III	Camel																			Camel		
	replaces Camel	S	IV	Heavy Camel																			Heavy Camel	325F 360G	2:05
	+10% mounted unit speed (not missionaries)	S	III	Husbandry																			Husbandry	250F	0:50
+20hp all mounted units (not missionaries)	S	II	Bloodlines					C														Bloodlines	150F 100G	0:50	
Archers	+1/+1p cavalry armor	BS	IV	Plate Barding																			Plate Barding	350F 200G	1:15
	+2 cavalry & infantry atk	BS	IV	Blast Furnace																			Blast Furnace	275F 225G	1:40
	replaces Skirmisher	A	III	Elite Skirmisher																			Elite Skirmisher	250W 160G	0:50
	replaces Cavalry Archer	A	IV	Hvy Cav Archer																			Hvy Cav Archer	900F 500G	0:50
	replaces Archer	A	III	Crossbowman																			Crossbowman	125F 75G	0:35
	replaces Crossbowman	A	IV	Arbalest																			Arbalest	350F 300G	0:50
	close range gun unit	A	IV	Hand Cannoneer																			Hand Cannoneer		
Infantry	100% archer accuracy, faster firing*	A	III	Thumb Ring																			Thumb Ring	300F 250W	0:45
	CA: +1/+2p armor, bonus atk. vs. Spears*	A	IV	Parthian Tactics																			Parthian Tactics	200F 250G	1:05
	+1atk & range for arrow atk	BS	IV	Bracer																			Bracer	300F 200G	0:40
	+1/+2p archer armor	BS	IV	Ring Archer Armor																			Ring Archer Armor	250F 250G	1:10
	Fast Infantry, Meso Civs only	B	III	Eagle Warrior																			Eagle Warrior		
	replaces Eagle Warrior	B	IV	Elite Eagle W.																			Elite Eagle W.	800F 500G	0:40
	replaces Spearman	B	III	Pikeman																			Pikeman	215F 90G	0:45
Monks	replaces Pikeman	B	IV	Halberdier																			Halberdier	300F 600G	0:50
	replaces Long Swordsman	B	IV	2H Swordsman																			2H Swordsman	300F 100G	1:15
	replaces 2H Swordsman	B	IV	Champion																			Champion	750F 350G	1:40
	+10% infantry speed	B	III	Squires				C															Squires	100F	0:40
	+1/+2p infantry armor	BS	IV	Plate Mail Armor																			Plate Mail Armor	300F 150G	1:10
	Monk +50%hp	M	III	Sanctity																			Sanctity	120G	1:00
	Monks 87.5% faster recharge	M	IV	Illumination																			Illumination	120G	1:05
Siege	Monk +3 conversion range	M	IV	Block Printing																			Block Printing	200G	0:55
	Monk can convert buildings	M	III	Redemption																			Redemption	475G	0:50
	Monk can convert Monks	M	III	Atonement																			Atonement	325G	0:40
	garrisoned units heal x4 faster	M	III	Herbal Medicine																			Herbal Medicine	350G	0:35
	converted units die	M	III	Heresy																			Heresy	1000G	1:00
	1 Monk recharges if in group	M	IV	Theocracy																			Theocracy	200G	1:15
	replaces Scorpion	SW	IV	Heavy Scorpion																			Heavy Scorpion	1000F 1100W	0:50
Ships	replaces Ram	SW	IV	Siege Ram																			Siege Ram	1000F	1:15
	anti-infantry, archer	SW	IV	Onager																			Onager	800F 500G	1:15
	replaces Onager	SW	IV	Siege Onager																			Siege Onager	1450F 1000G	2:30
	long range, anti-building	SW	IV	Bombard Cannon																			Bombard Cannon		
	siege +1 range +20% atk	U	IV	Siege Engineers																			Siege Engineers	600W 500F	0:45
	Replaces War Galleys	D	IV	Galleon																			Galleon	400F 315W	1:05
	long range ship	D	IV	Cannon Galleon																			Cannon Galleon	400F 500W	0:50
replaces Cannon Galleon	D	IV	E Cannon Galleon																			E Cannon Galleon	525W 500G	0:30	
Ships	short range, anti-ship	D	III	Fire Ship																			Fire Ship		
	replaces Fire Ship	D	IV	Fast Fire Ship																			Fast Fire Ship	280W 250G	0:50
	exploding ship	D	III	Demolition Ship																			Demolition Ship		
	replaces Demolition Ship	D	IV	Heavy Demo Ship																			Heavy Demo Ship	200W 300G	0:50
	ships -20% wood, +54% creation speed	D	IV	Shipwright																			Shipwright	1000F 300G	1:00
	ships +15% speed, transport +10	D	IV	Dry Dock																			Dry Dock	600F 400G	1:00
	Description		Building	Age	Buildings, Units & Technology	Aztec	Britons	Byzantines	Celts	Chinese	Franks	Goths	Huns	Japanese	Koreans	Mayans	Mongols	Persians	Saracens	Spanish	Teutons	Turks	Vikings	Buildings, Units & Technology	Cost

*Thumb Ring: Archery units 100% accuracy (for idle targets), Faster firing: Skirmishers none, War Wagon, Cavalry Archer +11%, Chu Ko Nu +20%, all other archery units: 18% faster													
*Masonry/Architecture: Buildings, towers (not walls&gates) +10% HP, +1/+1p armor and +3 building armor (does not protect against building dmg from infantry, archers)													
*Heated Shot: First arrow of Castles and Towers does increased bonus damage to Camels/Ships: Castles +4, Watch Tower/Guard Tower/Keep +9/11/13, Bombard Tower +50 bonus damage increase.								*Parthian Tactics: Cavalry Archer +1/+2p armor and +4 dmg vs. Spear-line; Mangudai, Elephant Archer +1/+2p armor and +2 dmg vs. Spear-line;					
C: Missing a tech, but has a similar/better civ bonus			Advancing requires 2 new buildings/age (or 1 castle for imp)					Feudal Age 500F 2:10		Castle Age 800F 200G 2:40		Imperial Age 1000F 800G 3:10	
Build.	Age	Tech	Description	Cost	BT	B.	A.	Tech	Description	Cost	BT		
B	II	Man-at-Arms	replaces Militia	100F 40G	0:40	TC	II	Town Watch	Towers, Build. +4 LoS (Not Walls&Gates)	75F	0:25		
B	III	Longswordsman	replaces Man-at-Arms	200F 65G	0:45	TC	III	Town Patrol	Towers, Build. +4 LoS (Not Walls&Gates)	300F 200G	0:40		
B	II	Tracking	Infantry LoS +2, Search Radius +2	75F	0:35	TC	I	Loom	Villagers +15 HP, +1/+2p armor	50G	0:25		
BS	II	Forging	+2 Atk for Infantry, Cavalry	150F	0:50	TC	II	Wheelbarrow	Villagers +10% move speed, +25% carry	175F 50W	1:15		
BS	II	Scale Mail Armor	+1/+1p armor for Infantry	100F	0:40	TC	III	Handcart	Villagers +10% move speed, +50% carry	300F 200W	0:55		
BS	II	Scale Barding Armor	+1/+1p armor for Cavalry	150F	0:45	LC	II	Double Bit Axe	+20% faster wood cutting (1.2 total)	100F 50W	0:25		
BS	II	Fletching	+1 atk & range for arrow attack	100F 50G	0:30	LC	III	Bow Saw	+20% faster wood cutting (1.44 total)	150F 100W	0:50		
BS	II	Padded Archer Armor	+1/+1p archer armor	100F	0:40	Mill	II	Horse Collar	Farm food amount +75	75F 75W	0:20		
BS	III	Iron Arching	+2 Atk for Infantry, Cavalry	220F 120G	1:15	Mill	III	Heavy Plow	Farm food amount +125	125F 125W	0:40		
BS	III	Chain Mail Armor	+1/+1p armor for Infantry	200F 100G	0:55	MC	II	Gold Mining	15% faster gold mining (1.15 total)	100F 75W	0:30		
BS	III	Chain Barding Armor	+1/+1p armor for Cavalry	250F 150G	1:00	MC	II	Stone Mining	15% faster stone mining (1.15 total)	100F 75W	0:30		
BS	III	Bodkin Arrow	+1 atk & range for arrow attack	200F 100G	0:35	Mark.	I	Cartography	Allied Line of Sight	100F 100G	1:00		
BS	III	Leather Archer Armor	+1/+1p archer armor	150F 150G	0:55	Mark.	III	Caravan	Trade Carts&Cogs +50% Move Speed	200F 200G	0:40		
Uni.	III	Murder Holes	Towers, BBT, Castles no min range	200F 200S	1:00	Mark.	II	Coinage	20% instead of 30% tribute fee	150F 50G	0:50		
Uni.	III	Ballistics	Arrow units/build: Better movement aim	300W 175G	1:00	Mark.	III	Banking	No tribute fee	200F 100G	0:50		
Uni.	IV	Chemistry	Archers, Ranged Siege, Build +1 atk	300F 200G	1:40	Castle	IV	Conscription	+33% Mil. Unit Creation Speed	150F 150G	1:00		
S.W.	IV	Capped Ram	replaces Battering Ram	300F	0:50	Castle	IV	Spies/Treason	Show enemy LoS \ Flare King Position	200G/vill \400G	0:01		
Mon.	III	Fervor	Monk with Relic +15% speed	140G	0:50	Dock	III	War Galley	replaces Galley	230F 100G	0:50		
Mon.	IV	Faith	Conv min/max time +2/+5s, chance -66%	750F 1000G	1:00	Dock	III	Careneing	Ships +0/+1p armor, transport +5 space	250F 150G	0:50		