

Aztecs

Unique Unit: Jaguar Warrior (Anti-infantry infantry) (Elite: 1000F 500G, 0:45)
Castle Age Tech: Atlatl – Skirmishers, Genitours +1 Attack, +1 Range (400F 350G, 0:40)
Imperial Age Tech: Garland Wars – Infantry +4 Attack (450F 750G, 1:00)
• Villagers carry +5 resources
• Military units (not Monks) created 17.6% faster
• Monks +5HP with each Monastery Tech
• start with +50 gold
Team Bonus: Relics generate +33% Gold

Berbers

Unique Unit: Camel archer (cavalry archer with bonus against other cavalry archers) (Elite: 1000W 500G, 0:45); Genitour (mounted skirmisher) (Elite: 500F 450W, 1:00)
Castle Age Tech: Kasbah - Team castles work +25% faster (250F 250G, 0:40)
Imperial Age Tech: Maghrabi Camels - Camel troops regenerate 1HP/4s (700F 300G, 0:40)
• Villagers move 10% faster
• Stable Units cost -15%/20% in Castle/Imperial
• Ships move 10% faster
Team Bonus: Genitour available for allies

Britons

Unique Unit: Longbowman (Long range archer) (Elite: 850F 850G, 1:00)
Castle Age Tech: Yeomen - Foot Archers +1 Range; towers +2 attack (750F 450G, 1:00)
Imperial Age Tech: Warwolf - Trebuchets 0.5 blast radius, 100% accuracy (500W 250G, 0:40)
• 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

Burmese

Unique Unit: Arambai (Powerful, but inaccurate ranged cavalry) (Elite: 100W 500G, 1:05)
Castle Age Tech: Howdah – Battle Elephants +1/+1 Armor (300W 400F, 0:40)
Imperial Age Tech: Manipur Cavalry – Cavalry and Arambai +6 attack vs. Buildings (only +3 is blockable) (650F 400G, 0:40)
• Free Lumbercamp upgrades
• Infantry +1 attack per Age (starting from Feudal Age)
• Monastery techs 50% cheaper
Team Bonus: Relics visible on map

Byzantines

Unique Unit: Cataphract (Anti-infantry cav.) (Elite: 1600F 800G, 0:50)
Castle Age Tech: Greek Fire - Fire ships +1 range (250F 300G, 0:40)
Imperial Age Tech: Logistica - Cataphracts 5 blast 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)
Castle Age Tech: Stronghold - Castles & towers fire 25% faster. (250F 200G, 0:30)
Imperial Age Tech: Furor Celtica – Siege Works. units +40% 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 nearby
Team Bonus: Siege Workshops 20% faster

Chinese

Unique Unit: Chu Ko Nu (Fast-firing Crossbowman) (Elite: 760F 760G*, 0:50)
Castle Age Tech: Great wall - Walls & towers +30% hp (340W 170S*, 0:40)
Imperial Age Tech: Rocketry - Chu Ko Nu +2 attack, scorpion +4 attack (600F 600G*, 1:00)
• Start: +3 villagers, -50 Wood, -200 Food
• Technologies cost -10/15/20% in Feudal/Castle/Imperial (*applied to UTs)
• Town Centers support 10 population
• Town center +5 LOS
• Demolition Ships +50% HP
Team Bonus: Farms provide +45 food

Ethiopians

Unique Unit: Shotel Warrior (Strong, but fragile infantry) (Elite: 1200F 550G, 0:45)
Castle Age Tech: Royal Heirs - Shotel Warriors are created twice as fast (300F 300G, 0:40)
Imperial Age Tech: Torsion Engines – Siege Workshop Units +0.5 blast radius (1000F 600G, 0:40)
• Archers-line fires +17.6 % faster
• Receive +100 gold, +100 food when reaching a new Age
• Pikeman upgrade free
Team Bonus: Towers, Outposts +3 LOS

Franks

Unique Unit: Throwing Axeman (Short ranged infantry) (Elite: 1000F 750G, 0:45)
Castle Age Tech: Chivalry - Stables work 40% faster (400W 400G, 0:40)
Imperial Age Tech: Bearded Axe - Throwing Axeman +1 range (400F 400G, 1:00)
• Foragers work 25% faster
• Castles are 25% cheaper
• Cavalry +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 population limit in Imperial Age
Team Bonus: Barracks work 20% faster

Huns

Unique Unit: Tarkan (Cavalry with bonus against buildings) (Elite: 1000F 500G, 0:45)
Castle Age Tech: Marauders - Create Tarkans at Stables (300W 200G, 0:40)
Imperial Age Tech: Atheism - Wonder/Relic victory time +100 years, -50% cost for Spies (500F 500G, 1:00)
• No houses required, -100 wood
• Cavalry Archers, Genitours cost -10% in Castle Age, -20% in Imperial
• Trebuchets are +35% more accurate
Team Bonus: Stables are 20% faster

Incas

Unique Units: Kamayuk (Anti-cavalry infantry) (Elite: 900F 500G, 0:45), Slinger (Anti-infantry archer)
Castle Age Tech: Andean Sling – Slingers, Skirmishers, Genitours no minimum range (200F 300G, 0:40)
Imperial Age Tech: Couriers - Eagles, Kamayuk and Slingers +1/+2p armor (600F 600G, 0:40)
• Start with a free Llama
• Villagers benefit from blacksmith infantry upgrades
• Houses support 10 population
• Buildings cost -15% stone
Team Bonus: Farms are built 2x as fast

Indians

Unique Units: Elephant archer (High HP, slow Cav Archer) (Elite: 1000F 800G, 1:00), Imperial Camel (Camel upgrade) (1200F 600G, 2:05)

Castle Age Tech: Sultan – All gold income +10% (Relics +5G/min) (400F 400W, 0:40)

Imperial Age Tech: Shatagni - Hand cannons +1 range (500F 300G, 0:40)

- Camels +0/+1 armor
- Villagers cost -10/-15/-20/-25% in Dark/Feudal/Castle/Imperial Age
- Fishermen work 15% faster and carry +15 food

Team Bonus: Camels +6 attack vs buildings, Mamelukes/Camel Archers +5 attack vs. buildings

Italians

Unique Units: Genoese Crossbowman (Anti-cavalry archer) (Elite: 900F 750G, 1:00), Condottiero (Anti-gunpowder infantry)

Castle Age Tech: Pavise - Foot Archers (except Skirmishers) +1/+1 armor (300F 150G, 0:40)

Imperial Age Tech: Silk Road - Trade units 50% cheaper (500F 250G, 0:40)

- Advancing to next age costs -15%
- All dock techs cost -50%
- Fishing ships cost -15%
- Gunpowder units cost -20%

Team Bonus: Condottiere available in allies' barracks in Imperial age

Japanese

Unique Unit: Samura (Anti-unique unit infantry) (Elite: 950F 875W, 1:00)

Castle Age Tech: Yasama - Towers shoot 2 extra arrows (300W 300F, 0:40)

Imperial Age Tech: Kataparuto -Trebuchets pack/unpack 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 Age/ Imperial Age
- Lumber Camps, Mining Camps and Mills 50% cheaper (50 Wood)
- Infantry attack 33% faster starting in Feudal Age

Team Bonus: Galleys +50% line of sight

Khmer

Unique Unit: Ballista Elephant (Cavalry Siege) (Elite: 1000W 500G, 1:10)

Castle Age Tech: Tusk Swords – Battle Elephants +3 attack (300G 200W, 0:40)

Imperial Age Tech: Double Crossbow – Ballista Elephants and Scorpions shoot two projectiles (700F 400G, 0:40)

- No buildings required to advance to the next Age or unlock other buildings
- Battle Elephants 15% faster
- Houses can garrison 5 villagers

Team Bonus: Scorpions +1 range

Koreans

Unique Unit: War Wagon (Anti-archer cavalry archer) (Elite: 1000F 800G, 1:15); Turtle Ship (Armored Ship) (Elite: 1000F 800G, 1:05)

Castle Age Tech: Panokseon - Turtle ships +15% speed (300W 300F, 0:40)

Imperial Age Tech: Shinkichon – Onager line +1 range (800F 500G, 1:00)

- Villagers have +3 line of sight
- Walls and castles built 33% faster, Towers built 5% faster
- 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 min. range reduced to 1

Magyars

Unique Units: Magyar Huszar (Light Cavalry) (Elite: 800F 600G, 1:00)

Castle Age Tech: Mercenaries - Magyar Huszars cost no gold (200F 300G, 0:40)

Imperial Age Tech: Recurve Bow - Cavalry Archer line +1 range, +1 attack (600F 400G, 0:40)

- Forging, Iron Casting, Blast Furnace free
- Scout line costs 15% less
- Villagers kill wolves in one strike

Team Bonus: Foot archers +2 LOS

Malay

Unique Units: Karambit Warrior (cheap infantry occupying 0.5 pop space) (Elite: 1000W 500G, 0:40)

Castle Age Tech: Thalassocracy – Docks upgraded to Harbours, which shoot arrows. (300F 300G, 0:40)

Imperial Age Tech: Forced Levy – Milita-line costs no gold (1000F 600G, 0:40)

- Advancing to Ages 80% faster
- Fish Traps cost -33%
- Fish Traps provide unlimited food
- Battle Elephants 30% cheaper

Team Bonus: Docks 2x Line of Sight

Malians

Unique Unit: Gbeto (Ranged infantry) (Elite: 900F 600G, 0:45)

Castle Age Tech: Tigui - Town Centers fire 5 extra arrows, even if empty (300W 200F, 0:40)

Imperial Age Tech: Farimba – Cavalry, Camels +5 attack (650F 400G, 0:40)

- Buildings cost -15% wood (except Farms)
- Barracks Units +1 Pierce Armour per Age, starting in Feudal Age
- Gold Mining free

Team Bonus: University researches 80% faster

Mayans

Unique Unit: Plumed Archer (Fast moving foot archer) (Elite: 1000W 700F, 0:45)

Castle Age Tech: Obsidian arrows - Archer-line +6 attack vs. Buildings, +6 vs stone defense (walls, towers gates) (300F 300G, 0:40)

Imperial Age Tech: El Dorado - Eagle Warriors +40 HP (750F 450G, 0:50)

- Start with 1 extra villager, -50 Food.
- Natural resources last 15% 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)

Castle Age Tech: Nomads - Destroyed houses don't lose population room (300W 150G, 0:40)

Imperial Age Tech: Drill - Siege Workshop units move 50% faster (500F 450G, 1:00)

- Cavalry Archers, Mangudai, Genitours fire 25% faster.
- Light Cavalry and Hussars +30% HP.
- Hunters work 50% faster.

Team Bonus: Scout-line +2 line of sight.

Unique Unit: War Elephant
(Slow but powerful heavy cavalry)
(Elite: 1600F 1200G, 1:15)

Castle Age Tech: Boiling Oil - Castles do +9 damage to rams (first arrow only)
(200W 100S, 0:40)

Imperial Age Tech: Mahouts - +30% War Elephant speed (300F 300G, 0:50)

- Start game with +50 wood and food.
- Town Center and Docks have 2x HP.
- Town Centers, Docks operate +10/15/20% faster in Feudal/Castle/Imperial Age.

Team Bonus: Knights +2 attack versus archer units.

Portuguese

Unique Units: Organ Gun (Gunpowder Siege) (Elite: 1200F 500G, 0:45), Caravel (Scorpion-like Ship)
(Elite: 750F 475G, 1:00)

Castle Age Tech: Carrack - Ships +1/+1 armor (200W 300G, 0:40)

Imperial Age Tech: Arquebus – Ballistics for Gunpowder units, BBT/BBC projectiles +0.2 speed, HC/Organ Gun/Cannon Galleon projectiles +0.5 speed (700F 400G, 0:40)

- All units cost -15% gold
- Ships +10% HP
- Can build Feitoria in Imperial Age (costs 250G 250S, 20 population; produces 0.8F/s, 0.8W/s, 0.45G/S, 0.25 S/s)

Team Bonus: free Cartography from Dark Age

Saracens

Unique Unit: Mameluke (Short ranged anti-cavalry cavalry) (Elite: 600F 500G, 0:50)

Castle Age Tech: Madrasah - Killed monks return 33% of their gold cost
(200F 100G, 0:30)

Imperial Age Tech: Zealotry – Mamelukes, Camels +30 HP (750F 800G, 0:50)

- Market trade cost is only 5%
- Market costs -75 wood.
- Transport Ships have 2x HP and +5 carry capacity.
- Galleys attack 25% faster.
- Cavalry Archers, Genitours have +4 bonus attack against buildings.

Team Bonus: Foot archers have +2 bonus attack against buildings.

Spanish

Unique Units: Conquistador (Mounted hand cannoneer) (Elite: 1200F 600G, 1:00), Missionary (Mounted monk)

Castle Age Tech: Inquisition – Min/Max conversion time -1s for units, -7s for buildings (300G 100F, 0:40)

Imperial Age Tech: Supremacy - Villagers +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, missiles 3.5 times faster than normal
- Hand Cannoneers and Bombard Cannons fire 17.6% faster.

Team Bonus: Trade units generate +25%.

Slavs

Unique Unit: Boyar (Heavy armored cavalry) (Elite: 1000F 600G, 1:00)

Castle Age Tech: Orthodoxy - Monks +3 melee/pierce armor (200F 300G, 0:40)

Imperial Age Tech: Druzhina - Infantry deal 5 dmg in 0.5 blast radius (1200F 500G, 0:40)

- Farmers work 15% faster
- Free Tracking
- Siege workshop units 15% cheaper

Team Bonus: Military buildings provide +5 population

Teutons

Unique Unit: Teutonic Knight (Slow but powerful infantry) (Elite: 1200F 600G, 0:50)

Castle Age Tech: Ironclad - Siege weapons +4 melee armor (400W 350G, 1:00)

Imperial Age 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
- Town Centers can garrison 25 Units, +5 max arrows
- Murder Holes is free.
- Farms cost 33% less.

Team Bonus: Units resist conversion: min/max time +1/+2s, conversion chance -50%

Turks

Unique Unit: Janissary (Hand cannoneer) (Elite: 850F 750G, 0:55)

Castle Age Tech: Sipahi - Cavalry archers, Genitours +20 HP (500W 350G, 0:40)

Imperial Age Tech: Artillery - Cannon Galleons, Bombard Towers, Bombard Cannons, +2 range (500F 450G, 0:40)

- Gunpowder Units have +25% HP.
- Gunpowder technologies cost 50% less.
- Chemistry is free.
- Gold miners work 20% faster.
- Light Cavalry and Hussar upgrades are free.

Team Bonus: Gunpowder units are created 25% faster.

Vietnamese

Unique Units: Rattan Archer (anti-Archer Archer) (Elite: 1000W 500G, 0:45), Elite Skirmisher (Upgrade: 300W 450H, 0:50)

Castle Age Tech: Chatras – Battle Elephants +50 HP (250F 250G, 0:40)

Unique Tech: Paper Money – You and your allies receive 500 gold each (800F 200G, 0:40)

- Reveal enemy positions at game start
- Archery Range units +20% HP
- Free Conscription

Team Bonus: Have access to Imperial Skirmisher upgrade

Vikings

Unique Units: Berserk (Regenerating infantry) (Elite: 1300F 550G, 0:45), Longboat (Warship with multiple arrow fire) (Elite: 750F 475G, 1:00)

Castle Age Tech: Chieftains - Infantry +5 atk vs. Cavalry, +4 vs Camels (400F 300G, 0:40)

Unique Tech: Berserkergang – Berserks regenerate 2x faster – 2HP/3s instead of 1HP/3s (850F 400G, 0:40)

- Warships cost 15/15/20% less in Feudal/Castle/Imperial Age.
- Infantry have +10/15/20% HP in Feudal / Castle/Imperial Age
- Free Wheelbarrow and Hand Cart

Team Bonus: Docks are 15% cheaper.