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AGE *of* EMPIRES

THE RISE OF ROME

EXPANSION

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Chapter 1

Gameplay

Age of Empires Expansion Trial

Age of Empires Expansion Trial includes:

- One single player campaign that has three scenarios, two of the new civilizations (Carthaginian and Roman), the new Roman buildings, three of the new units, and the four new technologies.
To play the campaign scenarios, start the game, click **Single Player**, click **Campaign**, and then click the scenario to play.
- One four-player multiplayer map using the new Mediterranean map type and including two of the new civilizations (Carthaginian and Roman).
To play the multiplayer game, start the game, click **Multiplayer**, and then follow the instructions on the game screen.

Note: This manual provides information about the retail version of Age of Empires Expansion. The trial version does not include all of these features.

Expansion new features

Age of Empires Expansion includes these new features:

- Four new civilizations: Carthaginian, Macedonian, Palmyran, and Roman.
- Five new units: Armored Elephant, Camel Rider, Fire Galley, Scythe Chariot, and Slinger. For more information, see Chapter 2.
- Four new technologies: Logistics, Martyrdom, Medicine, and Tower Shield. For more information, see Chapter 3.
- Four new campaigns.
- New ability to queue the production of units. For more information, see Chapter 2.
- New Gigantic map size.
- New map types: Continental, Mediterranean, Hill Country, and Narrows.
- Double-clicking a unit selects all units of that type on the game screen.
- New Random civilization option so you don't know which civilization you're playing until the game starts.
- You can display the game settings (map type, map size, etc.) during a game by clicking the **Menu** button on the menu bar, and then clicking **Scenario Instructions**.
- When you hear a sound cue (such as an attack warning), you can press the **HOME** key or click the middle mouse button to go to the trouble spot. Pressing the key multiple times cycles through the location of the last five sound cues.

Expansion changes

Age of Empires Expansion includes these changes. The changes are only in the expansion pack, not Age of Empires 1.0, 1.0A, or 1.0B.

- Stone Throwers, Catapults, and Heavy Catapults now receive a limited predictive firing benefit from Ballistics, based on the target unit's speed. All slow units in range are hit, some medium units are hit, and all fast units are missed.
- Persian civilization no longer has a farming penalty.
- Some random maps contain cliffs.
- Allied Town Centers are visible when you start an allied game.
- The population indicator and timer appear at the top of the game screen when you press F11.
- The hot key to build a Swordsman is now Z.
- The hot key to build a Scout is now T.
- If you select the Full Tech Tree option before starting a game, you cannot build Fire Galleys.
- In multiplayer games, there is now an in-game option to change the population limit using the Game Settings.
- Chat is automatically set to Allies Only in an allied multiplayer game.

Starting

To start Age of Empires Expansion Trial

- Click the Start button, point to Programs, point to Microsoft Games, point to Age of Empires Expansion Trial, and then click Age of Empires Expansion Trial.

If the game does not start, refer to the Readme file where the trial version was installed.



Chapter 2

Units

Age of Empires Expansion includes five new units and the ability to queue the production of units. For costs and other attributes, see the Unit Attributes table in the Appendix. For information about which civilizations can build the units, see the technology trees in the Appendix.

Queuing units

You can now queue the production of units. You cannot queue technology research.

To add units to a queue

- ▶ Click the building, and then click the button of the unit you want to build. For example, to train three Axemen, click the Barracks, and then click the Train Axeman button three times.
The number of units in the queue is displayed on the unit button, and the cost of each unit is deducted from your resources immediately. You must have the resources to build a unit before you can add it to the queue.

To delete units from a queue

- ▶ Right-click the unit button. For example, to remove one Axeman from the queue, right-click the Train Axeman button once. To remove all units from the queue, click the Stop button.

If a building is queuing units, you cannot build other types of units there. For example, if you queue three Axemen at the Barracks, you cannot build other units there until all three Axemen are built (or you stop the queue). The population indicator (F11) flashes if you reach the population limit or do not have enough housing to build the next unit in the queue.

If your building is destroyed or converted while producing queued units, the resources for the units in the queue are returned to your stockpile (except for the unit currently in production).

Armored Elephant



Age: Iron

Train at: Stable

Prerequisite: Iron Shield

Upgrade cost: 1000 food, 1200 gold

Special: Increased attack vs. walls and towers; +1 armor against missile weapons, Ballista, Helepolis; trample damage to adjacent enemy units; attack strength cannot be upgraded.

The Armored Elephant is an upgrade of the War Elephant. The Armored Elephant has Siegecraft, more attack strength, armor, and piercing armor.

Leather Armor, Scale Armor, and Chain Mail increase armor.



Armies using elephants in battle learned quickly that wounded animals could be as dangerous to friendly troops as they were to the enemy. One solution to this problem was to cover elephants partially with light armor that helped protect them from arrows and spears. Unwounded animals were much easier to control and direct against the enemy. Keeping the elephants under control and bringing them into contact with the enemy was critical. Only veteran troops would stand and fight against a determined charge by elephants. All others would rout when the elephants got close.

Camel Rider



Age: Bronze

Train at: Stable

Special: Attack bonus against all cavalry, horse archers, and chariots.



The Camel Rider is used by desert civilizations to defend against cavalry attacks. Camel Riders do not receive a cavalry bonus against infantry.

Nobility increases hit points. Toolworking, Metalworking, and Metallurgy increase attack strength. Leather Armor, Scale Armor, and Chain Mail increase armor.

The camel was adopted for military use at a very early date, perhaps before the horse in the Middle East. Camels were particularly useful for moving quickly across the desert wastes and favored by small raiding parties. They were also used in battle by desert civilizations such as the Assyrians. Riders fought with spears and swords. Like light cavalry, they could take part in the pursuit of a beaten army. They were also useful against cavalry because horses were unaccustomed to the camels' odor and often refused to come near them.

Fire Galley



Age: Iron

Train at: Dock

Prerequisite: War Galley



Special: Boats are twice as resistant to conversion as other units.

The Fire Galley is a short-range vessel used to defend against other ships. Fire Galleys are superior to Triremes in one-on-one combat. Fire Galleys take additional damage from Ballistas, Helepolis, Stone Throwers, Catapults, Heavy Catapults, Catapult Triremes, and Juggernauts, whose heavy artillery can shatter the Fire Galley's burning fire pots and set fire to the ship.

Alchemy increases attack strength.

Note: You cannot build Fire Galleys if you select the Full Tech Tree option before starting a game.

Because ships were built primarily of combustible materials (wood, cloth, hemp, and pitch), fire was a devastating weapon against them. Ancient mariners devised several ways to set enemy ships on fire. The simplest was to fire flaming arrows or ballista bolts on an enemy ship. Next most useful were flaming grenades, something like modern Molotov cocktails, filled with a combustible liquid like oil. Most intricate were flaming firepots suspended from the bow of a ship by a pole. When the pole was positioned over the deck of an enemy ship, the pot was dropped, shattering it and spreading burning liquid over the deck.

Scythe Chariot



Age: Iron

Train at: Stable

Prerequisite: Nobility, Wheel

Upgrade cost: 1200 wood, 800 gold

Special: High resistance to conversion; double attack against Priests. Scythed wheels damage adjacent enemy units.

The Scythe Chariot is an upgrade of the Chariot. It has more hit points, more attack strength, and more armor.

Toolworking, Metalworking, and Metallurgy increase attack strength. Leather Armor, Scale Armor, and Chain Mail increase armor.

Chariots went out of favor by the beginning of the last millennium BC in favor of cavalry. But they did not disappear completely. Some armies continued to use them and they remained a symbol of prestige. To make chariots more effective and fearsome, scythe blades were attached to the axles. As the chariot moved, the blades rotated through the air. A foot soldier facing an oncoming Scythe Chariot faced the prospect of being ridden down by the horse, shot by an arrow, stabbed by the soldier on board, or hacked by the blades. This could be a terrifying weapon against broken troops trying to flee. Against steady veteran troops, however, the Scythe Chariot was still a chariot with inherent weaknesses. If the horses could be wounded, the chariot faltered. The Persians attempted to use Scythe Chariots against Alexander the Great, but the weapon made little impression on the disciplined phalanxes.



Slinger



Age: Tool

Train at: Barracks

Special: +2 attack against archers; +2 armor against missile weapons, Ballista, Helepolis; increased attack against walls and towers.

The Slinger is an infantry unit used to defend against early archer and Watch Tower attacks.

Bronze Shield, Iron Shield, and Tower Shield increase piercing armor. Alchemy increases attack strength. Stone Mining and Siegecraft increase attack strength and range.

Note: Slingers do not get armor upgrades from Leather Armor, Scale Armor, and Chain Mail.

Slingers were light troops who threw stones at the enemy, causing casualties and disrupting formations. A barrage of heavy stones could cause wounds and bone fractures. The stone was held in a cloth sling and swung in a vertical loop to build centrifugal force. One end of the sling was released, launching the stone. Slingers were an alternative to archers and javelin men. They threw stones of different weights, depending on the range to the target. Roman art shows slingers throwing rocks the size of grapefruit, probably at short range. Specially shaped stones could be thrown accurately to a respectable distance. The best known slinger of antiquity was David, who slew the Philistine champion Goliath in single combat with a shot to the head. A contingent of Rhodesian slingers were part of the 10,000-man mercenary force whose march home from Persia is described by Xenophon in his book *Anabasis*.





Chapter 3 Technologies

Age of Empires Expansion includes four new technologies. For information about all technologies in the game, see the Technology Costs & Benefits table in the Appendix. For information about which civilizations can research which technologies, see the technology trees in the Appendix.

Logistics



Age: Bronze

Research at: Government Center

Benefit: Barracks units only count as half a unit toward your population, so you can essentially exceed the population limit by training Barracks units. For example, if the population limit is 50 and you build 20 normal units, you can train 60 Barracks units (for a total of 80 units) without exceeding the population limit.

The science of supplying armies on the march was called logistics. The Assyrians were the first great army to employ logistics consistently, and this allowed them to operate regularly at great distances from their home bases. Armies on campaign needed food, forage for animals, equipment, armor, and weapons. In most cases, food was acquired from the countryside through which the army was moving. But if an army paused to besiege a town, it exhausted local supplies quickly. Food and forage had to be brought in or the army was forced to retire. The tools of logistics were supply wagons, pack animals, depots, and troops to keep the roads open. The great conquerors of antiquity mastered logistics.



Martyrdom



Age: Iron

Research at: Temple

Benefit: Lets you instantly convert an enemy unit by sacrificing one of your Priests. You cannot use Martyrdom to convert an enemy Priest.

To convert a unit using Martyrdom

- 1 Click a Priest, and then right-click the enemy unit to convert.
- 2 After the Priest starts converting, press DELETE. The priest is killed and the unit is instantly converted.

Fervent believers who refused to renounce their religion at the risk of death were called martyrs. Witnessing the death of a martyr had a powerful effect on anyone of weak faith. The cause of Christianity, for example, was strengthened by the spectacle of believers who willingly chose death over conversion to a pagan religion then accepted by the Romans.

Medicine



Age: Iron

Research at: Temple

Benefit: Increases Priest healing rate.

Through trial and error, humans learned that certain herbs and plant products possessed medicinal qualities. The invention of writing made it possible to record this knowledge and pass it on to following generations by a method other than oral transmission. The science of medicine progressed gradually, improving the quality and length of life.

Tower Shield



Age: Iron

Research at: Storage Pit

Benefit: +1 infantry armor against Ballista, Helepolis, and missile weapons.

The Romans adopted a tall rectangular shield that gave them advantages in battle when used properly. The size of the shield protected more of the body. The Romans fought in tight rectangular formations of approximately 100 men called maniples. The shields of the men in the maniple presented a continuous front, or shield wall, which protected them greatly from missile fire. They developed a formation variant called the Testudo (or turtle). In this formation, the shields covered all four sides and the heads of the men, allowing them to advance under missile fire. This was useful when advancing toward a gap in an enemy wall.

Appendix

Civilization Attributes

Civilization	Attributes
Ancient Choson	<ul style="list-style-type: none"> • Long Swordsman and Legion +80 hit points. • Towers +2 range. • Priests cost 30% less.
Assyrian	<ul style="list-style-type: none"> • Archery Range units have increased fire rate. (Value in game remains the same as Age of Empires 1.0; changes occurred after the original documentation was printed.) • Villagers 30% faster.
Babylonian	<ul style="list-style-type: none"> • Wall and tower hit points doubled. • Priest rejuvenation rate 30% faster. • +30% stone mining.
Carthaginian (new)	<ul style="list-style-type: none"> • Transports 30% faster. • Fire Galley +25% attack. • Academy units and all elephant units +25% hit points.
Egyptian	<ul style="list-style-type: none"> • +20% gold mining. • Chariot, Scythe Chariot, and Chariot Archer +33% hit points. • Priest +3 range.
Greek	<ul style="list-style-type: none"> • Hoplite, Phalanx, and Centurion 30% faster. • War ships 30% faster.
Hittite	<ul style="list-style-type: none"> • Stone Thrower, Catapult, and Heavy Catapult hit points doubled. • Archery Range units +1 attack. • War ships +4 range (except Fire Galley).
Macedonian (new)	<ul style="list-style-type: none"> • Academy units +2 armor vs. Slinger, Ballista, Helepolis, missile weapons. • Units with no range +2 line of sight. • Siege Workshop units cost 50% less. • Units 4 times more resistant to conversion.
Minoan	<ul style="list-style-type: none"> • Ships cost 30% less. • Composite Bowman +2 range. • Farm production +25%.
Palmyran (new)	<ul style="list-style-type: none"> • Free tribute. • Gold per trade trip doubled. • Villagers cost 50% more, have armor, and work 20% faster. • Camel Riders 25% faster.
Persian	<ul style="list-style-type: none"> • +30% hunting. • War Elephant, Armored Elephant, and Elephant Archer 50% faster. • Trireme +50% fire rate.
Phoenician	<ul style="list-style-type: none"> • War Elephant, Armored Elephant, and Elephant Archer cost 25% less. • +30% woodcutting. • Catapult Trireme and Juggernaught +65% fire rate.
Roman (new)	<ul style="list-style-type: none"> • Buildings cost 15% less, except towers, walls and Wonders. • Towers cost 50% less. • Swordsmen attack 33% faster.
Shang	<ul style="list-style-type: none"> • Villagers cost 30% less. • Wall hit points doubled.
Sumerian	<ul style="list-style-type: none"> • Villagers +15 hit points. • Stone Thrower, Catapult, Heavy Catapult +50% fire rate. • Farm production doubled.
Yamato	<ul style="list-style-type: none"> • Horse archers, Scout, Cavalry, Heavy Cavalry, Cataphract cost 25% less. • Villagers 30% faster. • Ships +30% hit points.

Siege weapons/siege ships: Stone Thrower, catapults, Ballista, Helepolis, Catapult TIREME, Juggernaught.

Missile weapons: Archery Range units, towers, Scout Ship, War Galley, TIREME.

Hand-to-hand units: Barracks, Academy, Stable units (except War Elephant and Armored Elephant).

Technology Costs & Benefits

Storage Pit	Toolworking	Tool	100F	+2 attack for hand-to-hand units.
	Metalworking	Bronze	200F, 120G	+2 attack for hand-to-hand units.
	Metallurgy	Iron	300F, 180G	+3 attack for hand-to-hand units. Required to upgrade to Cataphract.
	Bronze Shield	Bronze	150F, 180G	+1 infantry armor vs. Slinger, Ballista, Helepolis, and missile weapons.
	Iron Shield	Iron	200F, 320G	Same as above. Required for Armored Elephant.
	Tower Shield (new)	Iron	250F, 400G	+1 infantry armor vs. Slinger, Ballista, Helepolis, and missile weapons.
	Leather Armor Archers	Tool	100F	+2 armor for Archery Range units.
	Scale Armor Archers	Bronze	125F, 50G	+2 armor for Archery Range units.
	Chain Mail Archers	Iron	150F, 100G	+2 armor for Archery Range units. Required for Heavy Horse Archer.
	Leather Armor Cavalry	Tool	125F	+2 armor for Stable units.
	Scale Armor Cavalry	Bronze	150F, 50G	+2 armor for Stable units.
	Chain Mail Cavalry	Iron	175F, 100G	+2 armor for Stable units.
	Leather Armor Infantry	Tool	75F	+2 armor for Barracks and Academy units.
	Scale Armor Infantry	Bronze	100F, 50G	+2 armor for Barracks and Academy units.
Chain Mail Infantry	Iron	125F, 100G	+2 armor for Barracks and Academy units.	
Government Center	Architecture	Bronze	150F, 175W	-33% construction time and +20% hit points for buildings and walls.
	Nobility	Bronze	175F, 120G	+15% hit points for cavalry units, Camel Rider, Chariot, Scythe Chariot, Chariot Archer, Horse Archer, Heavy Horse Archer. Required for Scythe Chariot.
	Writing	Bronze	200F, 75G	Allies share exploration.
	Logistics (new)	Bronze	180F, 100G	Barracks units count as 1/2 unit toward population limit.
	Aristocracy	Iron	175F, 150G	Academy units 25% faster. Required to upgrade to Centurion.
	Alchemy	Iron	250F, 200G	+1 attack for Slinger, siege weapons and missile weapons. +6 Fire Galley attack. +2 Ballista/Helepolis attack. (Benefit increased for Expansion.)
	Ballistics	Iron	200F, 50G	Increases the accuracy of siege/missile weapons. Required for Ballista Tower.
	Engineering	Iron	200F, 100W	+2 range for siege weapons. Required to upgrade to Juggernaught.
Market	Woodworking	Tool	120F, 75W	+1 range for missile weapons. +2 woodcutting.
	Artisanship	Bronze	170F, 150W	+1 range for missile weapons. +2 woodcutting.
	Craftsmanship	Iron	240F, 200W	+1 range for missile weapons. +2 woodcutting. Required for Helepolis.
	Stone mining	Tool	100F, 50S	+3 stone mining. +1 attack and range for Slingers.
	Siegecraft	Iron	190F, 100S	+3 stone mining. Villagers can destroy walls, towers. Required to upgrade to Heavy Catapult. +1 attack and range for Slingers.
	Gold Mining	Tool	120F, 100W	+3 gold mining.
	Coinage	Iron	200F, 100G	+25% gold mine productivity. Free tribute.
	Domestication	Tool	200F, 50W	+75 food production for Farms.
	Plow	Bronze	250F, 75W	+75 food production for Farms.
	Irrigation	Iron	300F, 100W	+75 food production for Farms.
Wheel	Bronze	175F, 75W	Villagers 30% faster. Required to build Chariot, Scythe Chariot, and Chariot Archer.	
Temple	Astrology	Bronze	150G	Conversion 30% more effective.
	Mysticism	Bronze	120G	Priest hit points doubled.
	Polytheism	Bronze	120G	Priest moves 40% faster.
	Fanaticism	Iron	150G	Priest rejuvenation 50% faster.
	Monotheism	Iron	350G	Priest converts enemy Priests and buildings (except Town Center and Wonder).
	Afterlife	Iron	275G	+3 Priest conversion range.
	Jihad	Iron	120G	Increases Villager attack, speed, and hit points; decreases gathering efficiency.
	Martyrdom (new)	Iron	600G	Sacrifice Priest to instantly convert enemy unit (except Priest).
	Medicine (new)	Iron	150G	Increases Priest healing rate.
Town Center	Tool Age		500F	Allows all Tool Age buildings, military units, and technologies to be researched.
	Bronze Age		800F	Allows all Bronze Age buildings, military units, and technologies to be researched.
	Iron Age		1000F, 800G	Allows all Iron Age buildings, military units, and technologies to be researched.

Unit Attributes

Speed: S=slow, M=medium, F=fast
Cost: F=food, W=wood, S=stone, G=gold

	Cost	Hit Pts	Attack	Armor	Range	Speed	Special	
INFANTRY	Villager	50F	25	3	—	M		
	Priest	125G	25	—	10	S		
	Clubman	50F	40	3	—	M		
	Axeman	50F	50	5	—	M		
	Slinger (new)	40F, 10S	25	2	—	4	M	+2 attack vs. archers. +2 armor vs. missile weapons, Ballista, Helepolis; increased attack vs. walls and towers.
	Short Swordsman	35F, 15G	60	7	1	—	M	
	Broad Swordsman	35F, 15G	70	9	1	—	M	
	Long Swordsman	35F, 15G	80	11	2	—	M	
	Legion	35F, 15G	160	13	2	—	M	
	Hoplite	60F, 40G	120	17	5	—	S	
Phalanx	60F, 40G	120	20	7	—	S		
Centurion	60F, 40G	160	30	8	—	S		
ARCHERS	Bowman	40F, 20W	35	3	0	5	M	
	Improved Bowman	40F, 20G	40	4	0	6	M	
	Composite Bowman	40F, 20G	45	5	0	7	M	
	Chariot Archer	40F, 70W	70	4	0	7	F	High resistance to conversion; triple attack vs. Priest.
	Elephant Archer	180F, 60G	600	5	0	7	S	
	Horse Archer	50F, 70G	60	7	0	7	F	+2 armor vs. missile weapons, Ballista, Helepolis.
	Heavy Horse Archer	50F, 70G	90	8	0	7	F	+2 armor vs. missile weapons, Ballista, Helepolis.
CAVALRY	Scout	100F	60	3	0	—	F	
	Camel Rider (new)	70F, 60G	125	6	—	—	F	+8 attack vs. cavalry and horse archers; +4 attack vs. chariots.
	Chariot	40F, 60W	100	7	0	—	F	High resistance to conversion; double attack vs. Priest.
	Scythe Chariot (new)	40F, 60W	120	9	2	—	F	Same as above. Wheels damage adjacent units.
	Cavalry	70F, 80G	150	8	0	—	F	+5 attack vs. Barracks units (except Slinger).
	Heavy Cavalry	70F, 80G	150	10	1	—	F	Same as above. +1 armor vs. missile weapons, Ballista, Helepolis.
	Cataphract	70F, 80G	180	12	3	—	F	Same as above.
	War Elephant	170F, 40G	600	15	0	—	S	Trample damage to adjacent units; attack strength not upgradable.
Armored Elephant (new)	170F, 40G	600	18	2	—	S	Same as above. Increased attack vs. walls and towers; +1 armor vs. missile weapons, Ballista, Helepolis.	
SIEGE WEAPONS	Stone Thrower	180W, 80G	75	50	—	10	S	Fire rate once/5 sec; small damage area; minimum range 2.
	Catapult	180W, 80G	75	60	—	12	S	Fire rate once/5 sec; medium damage area; minimum range 2.
	Heavy Catapult	180W, 80G	150	60	—	13	S	Fire rate once/5 sec; large damage area; minimum range 2.
	Ballista	100W, 80G	55	40	—	9	S	Fire rate once/3 sec; minimum range 3.
	Helepolis	100W, 80G	55	40	—	10	S	Fire rate once/1.5 sec; minimum range 3.
BOATS	Fishing Boat	50W	45	—	—	—	M	
	Fishing Ship	50W	75	—	—	—	F	
	Trade Boat	100W	200	—	—	—	F	
	Merchant Ship	100W	250	—	—	—	F	
	Light Transport	150W	150	—	—	—	M	
	Heavy Transport	150W	200	—	—	—	F	
	Scout Ship	135W	120	5	—	5	F	
	War Galley	135W	160	8	—	6	F	
	Fire Galley (new)	115W, 40G	200	24	—	1	F	+5 damage from Ballista, Helepolis. +10 damage from other siege weapons.
	Trireme	135W	200	12	—	7	F	Fire rate once/2 sec.
	Catapult Trireme	135W, 75G	120	35	—	9	F	Fire rate once/5 sec; small damage area.
Juggernaut	135W, 75G	200	35	—	10	F	Fire rate once/5 sec; medium damage area.	
BUILDINGS	Watch Tower	150S	100	3	—	5	—	Fire rate once/1.5 sec.
	Sentry Tower	150S	150	4	—	6	—	Fire rate once/1.5 sec.
	Guard Tower	150S	200	6	—	7	—	Fire rate once/1.5 sec.
	Ballista Tower	150S	200	20	—	7	—	Fire rate once/3 sec.

All boats twice as resistant to conversion as other units.

Babylonian

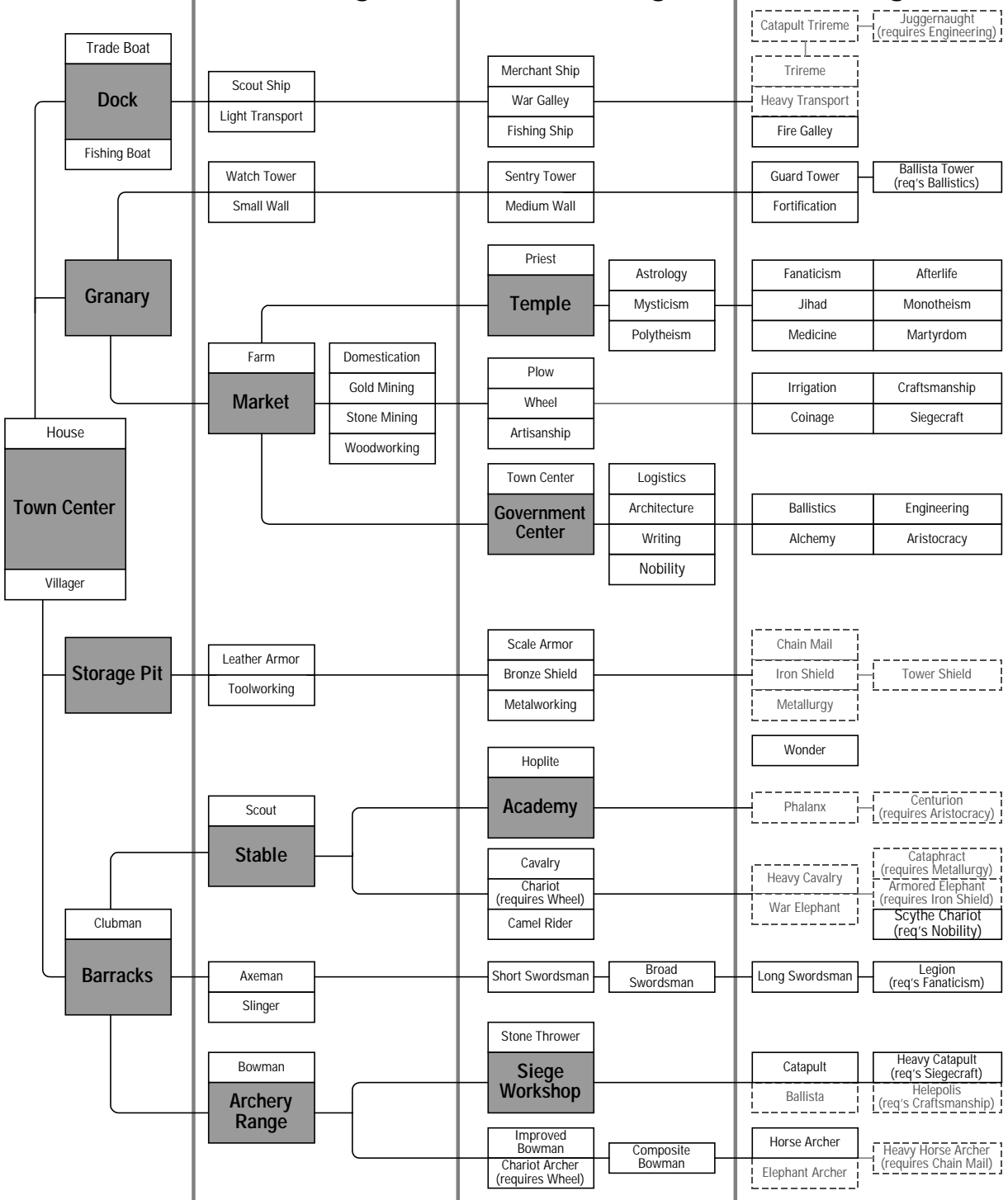
- : Wall and tower hit points doubled.
- : Priest rejuvenation rate 30% faster.
- : +30% stone mining.

Stone Age

Tool Age

Bronze Age

Iron Age



Carthaginian

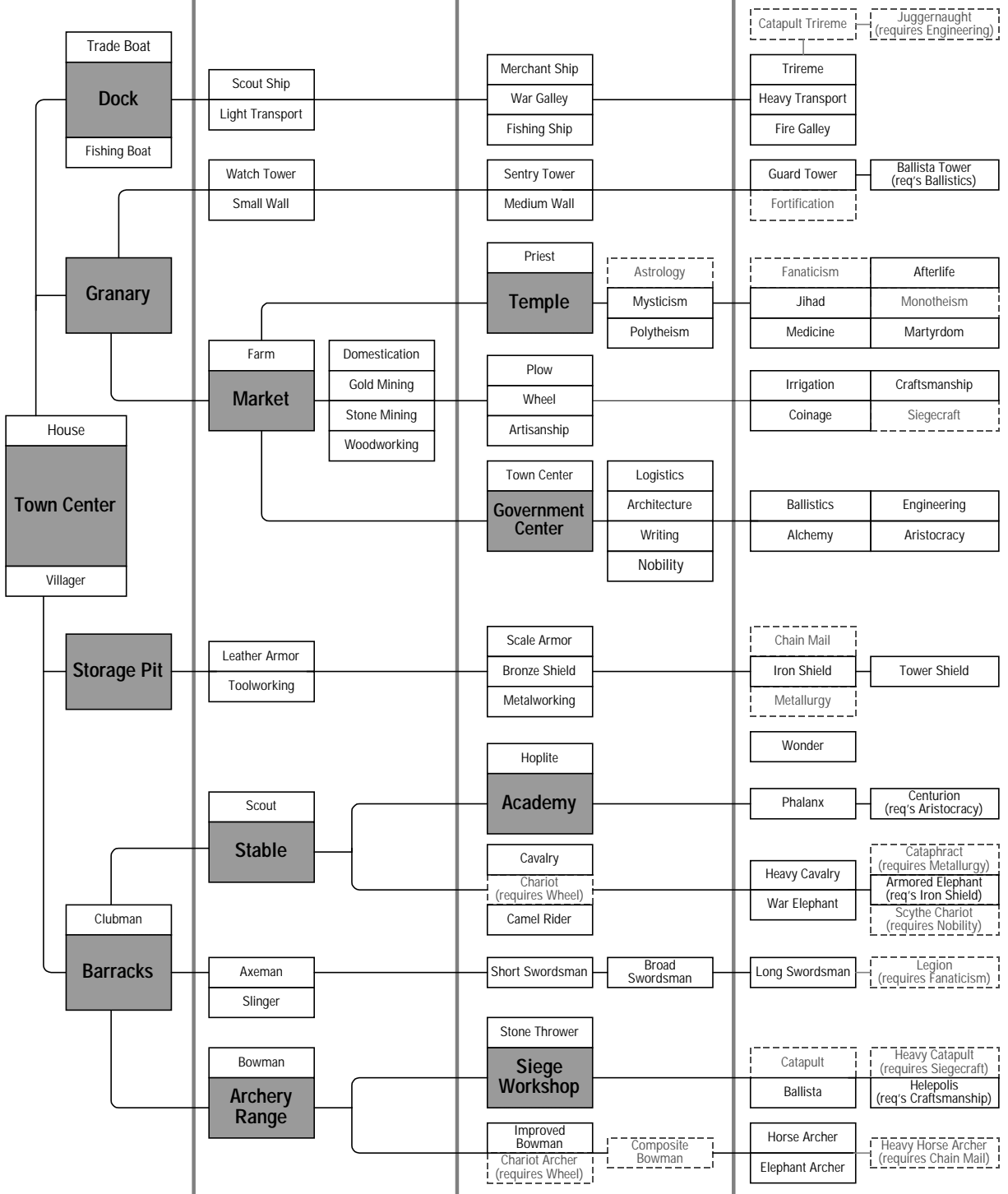
- Transports 30% faster.
- Fire Galley +25% attack.
- Academy units and all elephant units +25% hit points.

Stone Age

Tool Age

Bronze Age

Iron Age



Persian

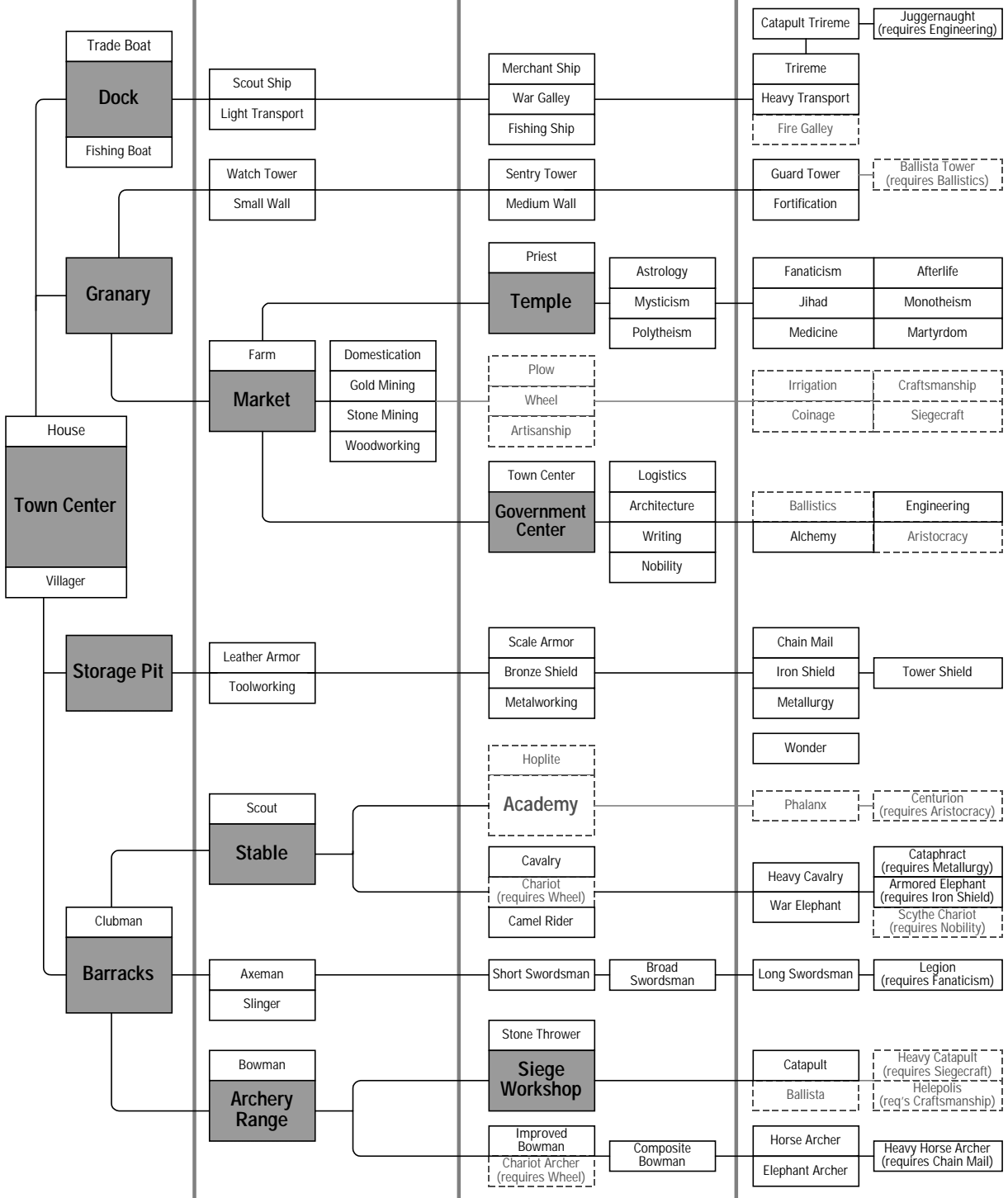
- +30% hunting.
- War Elephant, Armored Elephant, and Elephant Archer 50% faster.
- Trireme +50% fire rate.

Stone Age

Tool Age

Bronze Age

Iron Age



Roman

- Buildings cost 15% less, except towers, walls and Wonders.
- Towers cost 50% less.
- Swordsmen attack 33% faster.

Stone Age

Tool Age

Bronze Age

Iron Age

