

Dark Age - I		Feudal Age - II		Castle Age - III		Imperial Age - IV	
		Archery Range 175W 1500HP,1/8D 10GA Archer - 25W,45G,30HP,4PA,4R,0/0D →129F,75G Skirmisher - 25F,35W,30HP,2PA,4R,0/3D →250W,160G	Arbalest - 25W,45G,40HP,6PA,5R,0/0D Heavy Cavalry Archer - 40W,70G,50HP,6PA,4R,0/0D Hand Cannoner - 45W,50G,35HP,17PA,7R,1/0D Parthian Tactics - 200F,250G; Cav Archers: +1/+2P & +4PA vs spearmen; Mangudai: +2PA vs spearmen				
Barracks 175W 1200HP,0/7D 10GA Militia - 60F,20G,40HP,4A,0/1D →100F,40G Man-at-Arms - 60F,20G,45HP,6A,0/1D →200F,65G Spearmen - 35F,25W,45HP,3A,0/0D →215F,90G Tracking - 75F: +2 infantry LOS	Stable 175W 1500HP,1/8D 10GA Scout Cavalry - 80F,45HP,3+2A,0/2D →150F,50G Bloodlines - 150F,100G: +20HP mounted units <small>*Scouts +2A in Feudal Age</small>	Long Swordsman - 60F,20G,55HP,9A,0/1D →300F,100G Eagle Warrior - 20F,50G,50HP,7A,0/2D →800F,500G Pikeman - 35F,25W,55HP,4A,0/0D →300F,600G Squires - 200F: +10% infantry speed Light Cavalry - 80F,60HP,7A,0/2D →500F,600G Knight - 60F,75G,100HP,10A,2/2D →300F,300G Camel - 55F,60G,100HP,5A,0/0D →325F,360G Husbandry - 250F: +10% Cavalry speed (Light Cavalry +20%)	Two-Handed Swordsman - 60F,20G,60HP,11A,0/1D →750F,350G Champion - 60F,20G,70HP,13A,1/1D Elite Eagle Warrior - 20F,50G,60HP,9A,0/4D Halberdier - 35F,25W,60HP,6A,0/0D Hussar - 80F,75HP,7A,0/2D Cavalier - 60F,75G,120HP,12A,2/2D →1300F,750G Paladin - 60F,75G,160HP,14A,2/3D Heavy Camel - 55F,60G,120HP,7A,0/0D				
Dock 150W 1800HP,0/7D 10GA Fishing Ship - 75W,60HP,0/4D Fish Trap - 100W,50HP,715 food Trade Ship - 125W,100HP,4/8D,5GA(10 w/ D.Dock) Trade Cog - 100W,50G,80HP,0/6D	Galley - 90W,30G,120HP,6PA,5R,0/6D →230F,100G Demolition Ship - 70W,50G,50HP,110A,0/3D →200W,300G Fire Ship - 75W,45G,100HP,2PA,2R,0/6D →280W,250G Longboat (Vi) - 80W,40G,130HP,7PA,6R,0/6D →750F,475G Turtle Ship (Ko) - 200W,200G,200HP,50PA,6R,6/5D →1000F,800G Carreening - 250W,150G: +1/+5 transport capacity (GA 10 instead of 5)	War Galley - 90W,30G,135HP,7PA,6R,0/6D →400F,315W Galleon - 90W,30G,165HP,8PA,7R,0/8D Cannon Galleon - 400F,500W: build cannon galleons Heavy Demo Ship - 70W,50G,60HP,140A,0/5D Fast Fire Ship - 75W,45G,120HP,3PA,2R,0/8D Elite Longboat (Vi) - 80W,40G,160HP,8PA,7R,0/8D Elite Turtle Ship (Ko) - 200W,200G,300HP,50PA,6R,6/5D Dry-Dock - 600F,400G: +15% ship speed; +10 trans cap (GA 20 instead of 10) Shipwright - 1000F,300G: -20% wood to build ships; 35% faster ship build time	Galleon - 90W,30G,165HP,8PA,7R,0/8D Cannon Galleon - 400F,500W: build cannon galleons → Cannon Galleon - 200W,150G,120HP,35PA,13R,0/6D Heavy Demo Ship - 70W,50G,60HP,140A,0/5D Fast Fire Ship - 75W,45G,120HP,3PA,2R,0/8D Elite Longboat (Vi) - 80W,40G,160HP,8PA,7R,0/8D Elite Turtle Ship (Ko) - 200W,200G,300HP,50PA,6R,6/5D Dry-Dock - 600F,400G: +15% ship speed; +10 trans cap (GA 20 instead of 10) Shipwright - 1000F,300G: -20% wood to build ships; 35% faster ship build time				
Palisade Wall - 2W,250HP,2/5D Outpost - 25W,10S,500HP,0/0D	Stone Wall - 5S,1800HP,8/10D →200F,100W Watch Tower - 125S,25W,1020HP,5PA,8R,1/7D,5GA →100F,250W Gate - 30S,2750HP,10/10D (+1250HP w/ Fortified Wall)	Fortified Wall - 5S,3000HP,12/12D (R@Univ) Guard Tower - 125S,25W,1500HP,6PA,8R,2/8D,5GA (R@Univ) →500F,350W	Bombard Tower - 125S,100G,2220HP,120PA,8R,3/9D,5GA (R@Univ) Keep - 125S,25W,2250HP,7PA,8R,3/9D,5GA (R@Univ) Wonder - 1000W,1000S,1000G,4800HP,3/10D				
Town Center 275W,100S 2400HP 5PA,6R,2/5D 15GA Villager - 50F,25HP,3A,0/0D House - 30W,900HP,0/7D Loom - 50G: +15 Vill HPs; +1/+2P Armor Adv to Feudal Age - 500F,2 Bldgs Adv to Castle Age - 800F,200G,2 Bldgs	Wheelbarrow - 175F,50W: +10% Vill Speed; +25% Vill Cap Town Watch - 75F: +4 building LOS Adv to Castle Age - 800F,200G,2 Bldgs	Hand Cart - 300F,200W: +10% Vill Speed; +50% Vill Cap Town Patrol - 300F,200G: +4 building LOS Adv to Imperial Age - 1000F,800G,2 Bldgs or Castle					
Agzecs (Az) <i>Jaguar Warrior</i> <i>Garland Wars</i> TB: Relics +33% gold Start with Eagle Warrior, not Scout Cavalry Villagers carry +5 All military units created 15% faster Monks +5 HP for each Monastery tech Free Loom	Mongols (Mo) TB: Scout/Light Cavalry, Hussar +2 LOS Cavalry Archers fire 20% faster Light Cavalry +30% HPs Hummers work 50% faster Persians (Pe) TB: Knights +2 attack vs Archers Start +50 food and wood TC/Dock 2XHPs; Work Rate: +10%Feu,+15%Cas,+20%Imp	Monastery 175W 2100HP 2/9D 10GA Monk - 100G,30HP,9R,0/0D Missionary (Sp) - 100G,30HP,7R,0/0D Atonement - 325G: Convert other Monks Sanctity - 120G: +50% Monk HPs Fervor - 140G: +15% Monk speed Herbal Medicine - 350G: Garrisoned units heal 4X faster Heresy - 1000G: Converted units die instead of becoming enemy Redemption - 475G: Convert buildings(excl TC,Cas,Mon) & siege units	Faith - 750F,1000G: +50% conv resistance Illumination - 120G: +50% Monk rejv speed Block Printing - 200G: +3 conv range Theocracy - 400F,200G: Only 1 Monk in a group rests after conversion				
Britons (Br) <i>Longbowman</i> <i>Yeomen</i> TB: Arch Ranges 20% faster TC costs -50% Wood in Cast/Imp Ages Foot Archers +1R Castle, +1R Imperial Shepherds work 25% faster	Saracens (Sa) Mameluke Zealotry TB: foot Archers +1 attack vs buildings Market trade cost 5% Transport Ships: 2X HPs, 10/15/20 Carry capacity Galleys attack 20% faster Cavalry Archers +3 attack vs buildings	Bezerk (Vi) - 65F,25G,55HP(CA),57HP(A),9A,0/1D →1300F,3500G Samurai (Ja) - 60F,30G,80HP,1A,1/1D →950F,8750G Teutonic Knight (Te) - 85F,40G,70HP,12A,5/2D →1200F,8000G Throwing Axeman (Fr) - 55F,25G,50HP,7A,3R,0/0D →1000F,8500G Wood Raider (Ce) - 65F,25G,65HP,8A,0/1D →1000F,8000G Jaguar Warrior (Az) - 60F,30G,50HP,10A,1/0D →1000F,5000G Huskarl (Go) - 60F,34G,60HP,10A,0/0D →1200F,5500G Chu Ko Nu (Ch) - 40W,35G,45HP,8PA,4R,0/0D →700F,760G Janissary (Tu) - 60F,55G,44HP,17PA,8R,1/0D →650F,790G Longbowman (Br) - 35W,40G,35HP,6PA,5R,0/0D →550F,850G Mangudai (Mo) - 55W,65G,60HP,6PA,4R,0/0D →1100F,8750G Plumed Archer (Ma) - 37W,37G,50HP,5PA,4R,0/1D →500F,1000W War Wagon (Ko) - 120W,80S,150HP,9PA,4R,0/3D →1000W,800G Cataphract (By) - 70F,75G,110HP,8A,2/1D →1600F,800G War Elephant (Pe) - 200F,75G,450HP,15A,1/2D →1800F,1200G Mameluke (Sa) - 55F,85G,65HP,7A,3R,0/0D →600F,800G Conquistador (Sp) - 60F,70G,55HP,16PA,6R,2/2D →1200F,800G Tarkan (Hu) - 60F,60S,90HP,7A,1/2D →1000F,500G Petard - 80F,20G,50HP,25A,0/2D (huge att bonus vs bldgs/wlls) Anarchy (Go) - 450F,250G: Create Huskarls at Barracks	Elite Berserk (Vi) - 65F,25G,69HP(CA),72HP(A),14A,2/1D Elite Samurai (Ja) - 60F,30G,80HP,1A,1/1D Elite Teutonic Knight (Te) - 85F,40G,100HP,17A,10/2D Elite Throwing Axeman (Fr) - 55F,25G,60HP,8A,4R,1/0D Elite Wood Raider (Ce) - 65F,25G,65HP,8A,0/1D Elite Jaguar Warrior (Az) - 60F,30G,50HP,12A,2/0D Elite Huskarl (Go) - 60F,30G,70HP,12A,0/0D Elite Chu Ko Nu (Ch) - 40W,35G,50HP,8PA,4R,0/0D Elite Janissary (Tu) - 60F,55G,50HP,22PA,8R,2/0D Elite Longbowman (Br) - 35W,40G,40HP,7PA,6R,0/1D Elite Mangudai (Mo) - 55W,65G,60HP,8PA,4R,1/0D Elite Plumed Archer (Ma) - 32W,32G,65HP,5PA,8R,0/2D Elite War Wagon (Ko) - 120W,80S,200HP,9PA,5R,0/4D Elite Cataphract (By) - 70F,75G,150HP,12A,2/1D Elite War Elephant (Pe) - 200F,75G,600HP,20A,1/3D Elite Mameluke (Sa) - 55F,85G,80HP,10A,3R,1/0D Elite Conquistador (Sp) - 60F,70G,70HP,18PA,6R,2/2D Elite Tarkan (Hu) - 60F,60S,150HP,11A,1/3D Trebuchet (packed) - 200W,200G,150HP,2/8D Trebuchet (unpacked) - 200W,200G,150HP,200PA,16R,1/1/150D Spies - 200G per enemy villager. See enemy LOS & explored territory Conscription - 150F,150G: +33% Unit create speed (excl. siege) Sappers - 400F,200G: +15 Vill attack VS buildings Hoardings - 400W,400F: +100 Castle HPs	Berserkergang (Vi) - 500F,850G: Berserks heal 2X faster Katapulto (Ja) - 750W,400G: Trebuchets fire, pack/unpack faster Crenellations (Te) - 600F,400S: +3 Casting range, garrisoned infantry fire 4R Breathed Axe (Fr) - 400F,400G: +1 Throwing Axeman range Furor Celtica (Ce) - 750F,450G: +50% HP Siege Workshop units Garland Wars (Az) - 450F,750G: +4 infantry attack Perfusion (Go) - 400W,600G: Barracks units created 50% faster (also Anarchy) Rocketry (Ch) - 750W,750G: +2 Chu Ko Nu pierce att., +4 scorpians Artillery (Tu) - 450S,500G: +2 range Bombard Towers, Bmb Canns, Cann Galls Yeomen (Br) - 750W,450G: +1 foot archer range; +2 tower attack Drill (Mo) - 500W,450G: Siege Workshop units move 50% faster El Dorado (Ma) - 750F,450G: +1 Eagle Warrior HP Shinichion (Ko) - 800W,500G: +2 range Mangonels, +1 range Onagers Logistika (By) - 1000F,600G: Cataphracts do triple damage; +6A vs adj units Mahouts (Pe) - 300F,300G: War Elephant speed Zealotry (Sa) - 750F,800G: +30 camel, Mameluke HP Supremacy (Sp) - 400F,250G: Villager combat skills increased: 80HP,9A,3/3D Atheism (Hu) - 500F,500G: +100yrs Wotr/Relict tm; -50% Spies/Tt rsrch cost			
Franks (Fr) <i>Throwing Axeman</i> <i>Barbed Axe</i> TB: Knights +2 LOS Castles cost -25% Knights +20% HPs Farm upgrades free (requires Mill)	Turks (Tu) Janissary Artillery TB: Gunpowder units train 20% faster Gunpowder units +25% HP, -50% Gupn research cost Gold miners work 15% faster Chemistry free Light Cavalry and Hussar upgrade free	Ballistics - 300W,175G: Arrow units more accurate at moving targets Treadmill Crane - 200W,300F: +20% Vill Build Speed Masonry - 175W,150F: +10% Bldg HP; +1/+1P; +3 bldg armor Heated Shot - 350F,100G: +125% tower/+25% castle attack vs ships Murder Holes - 200F,200S: No min tower/castle range (exc Bom Twr) Fortified Wall - 200F,100W: build fortified walls/upgrade stone walls Guard Tower - 100F,250W: build guard towers/upgrade watch towers	Plate Barding Armor - 350F,200G: +1/+2P cavalry armor Bracer - 300F,200G: +1A/+1R arrow units Blast Furnace - 275F,225G: +2A infantry/cavalry Ring Archer Armor - 250F,250G: +1/+2P archer armor Plate Mail Armor - 300F,150G: +1/+2P infantry armor Heavy Scorpion - 75W,75G,50HP,16PA,7R,0/7D				
Huns (Hu) Tarkan Atheism TB: Stable 20% faster Don't need Houses but start -100 wood Cav Archs cost -25% Cas, -30% Imp Trebuchets +30% accuracy	Blacksmith 150W 2100HP 1/8D Scale Barding Armor - 150F: +1/+1P cavalry armor Fletching - 100F,50G: +1A/+1R arrow units Forging - 150F: +1A infantry/cavalry Padded Archer Armor - 100F: +1/+1P archer armor Scale Mail Armor - 100F: +1/+1P infantry armor <small>*Arrow Units: Archers, Galleys, Towers, Castle Longboats, Town Center (+1LOS instead of +1R)</small>	Chain Barding Armor - 250F,150G: +1/+1P cavalry armor Bodkin Arrow - 200F,100G: +1A/+1R arrow units Iron Casting - 220F,120G: +1A infantry/cavalry Leather Archer Armor - 150F,150G: +1/+1P archer armor Scale Mail Armor - 200F,100G: +1/+1P infantry armor Scorpion - 75W,75G,40HP,12PA,7R,0/6D →1000F,1100W <small>(Pierce attack; Damages all units in path)</small> Battering Ram - 160W,75G,175HP,2A,0/180D,4GA →300F <small>(huge attack bonus vs walls/bldgs/siege)</small> Mangonel - 160W,135G,60HP,40A,7R,0/6D →800F,500G <small>(Area damage; Large attack bonus vs walls/bldgs)</small>	Plate Barding Armor - 350F,200G: +1/+2P cavalry armor Bracer - 300F,200G: +1A/+1R arrow units Blast Furnace - 275F,225G: +2A infantry/cavalry Ring Archer Armor - 250F,250G: +1/+2P archer armor Plate Mail Armor - 300F,150G: +1/+2P infantry armor Heavy Scorpion - 75W,75G,50HP,16PA,7R,0/7D Capped Ram - 160W,75G,200HP,3A,0/190D,4GA →1000F Onager - 160W,135G,60HP,50A,8R,0/7D →1450F,1000G Siege Ram - 160W,75G,270HP,4A,0/195D,6GA Siege Onager - 160W,135G,70HP,75A,8R,0/8D Bombard Cannon - 225W,225G,80HP,40A,12R,2/5D (Huge att bonus vs wll/bldg/twrs/ships)				
Mining Camp 100W 1000HP,0/7D Lumber Camp 100W,1000HP,0/7D Mill 100W 1000HP,0/7D Farm 60W 480HP,0/0D,175 food	Gold Mining - 100F,75W: +15% Mining Speed Stone Mining - 100F,75W: +15% Mining Speed Double Bit Axe - 100F,50W: +20% chopping speed Horse Collar - 75F,75W: Farm +75 food	Gold Shaft Mining - 200F,150W: +15% Mining Speed Stone Shaft Mining - 200F,150W: +15% Mining Speed Bow Saw - 150F,100W: +20% chopping speed Heavy Plow - 125F,125W: Farm +125 Food; +1 Vill food cap Caravan - 200F,200G: Trade Carts & Cogs move 50% faster Banking - 200F,100G: Zero tribute fee (was 20%)	Siege Workshop 200W 2100HP,2/9D 10GA Capped Ram - 160W,75G,200HP,3A,0/190D,4GA →1000F Onager - 160W,135G,60HP,50A,8R,0/7D →1450F,1000G Siege Ram - 160W,75G,270HP,4A,0/195D,6GA Siege Onager - 160W,135G,70HP,75A,8R,0/8D Bombard Cannon - 225W,225G,80HP,40A,12R,2/5D (Huge att bonus vs wll/bldg/twrs/ships)				
	Market 175W 2100HP 1/8D Trade Cart - 100W,50G,70HP,0/0D Coinage - 150F,50G: 20% (was 30%) tribute fee Cartography - 100F,100G: See Ally LOS & Expl land	Caravan - 200F,200G: Trade Carts & Cogs move 50% faster Banking - 200F,100G: Zero tribute fee (was 20%)	Guilts - 300F,200G: 15% trading fee (was 30%)				

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 By Nethog pmm61@hotmail.com
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