

Dark Age - I		Feudal Age - II		Castle Age - III		Imperial Age - IV	
		Archery Range - 175W, 1500HP, 1/8D, 10GA Skirmisher - 25F, 35W, 30HP, 2A, 4R, 0/3D	Archer - 25W, 45G, 30HP, 4A, 4R, 0/0D → 125F, 75G → Skirmisher - 25F, 35W, 30HP, 2A, 4R, 0/3D → 250W, 160G →	Crossbowman - 25W, 45G, 35HP, 5A, 5R, 0/0D → 350F, 300G → Cavalry Archer - 40W, 70G, 50HP, 6A, 3R, 0/0D → 900F, 500G → Elite Skirmisher - 25F, 35W, 35HP, 3A, 5R, 0/4D	Arbalest - 25W, 45G, 40HP, 6A, 5R, 0/0D Heavy Cavalry Archer - 40W, 70G, 60HP, 7A, 4R, 1/0D Hand Cannoneer - 450F, 200G: Build Hand Cannoneers → Hand Cannoneer - 45W, 50G, 35HP, 17A, 7R, 1/0D		
Barracks - 175W, 1200HP, 0/7D, 10GA Militia - 60F, 20G, 40HP, 4A, 0/0D → 100F, 40G →	Man-at-Arms - 60F, 20G, 45HP, 6A, 0/0D → 200F, 80G → Spearman - 35F, 25W, 45HP, 3A, 0/0D → 215F, 90G → Tracking - 75F: +2 infantry LOS Scout Cavalry - 80F, 45HP, 3A, 0/2D → 150F, 50G →	Long Swordsman - 60F, 20G, 55HP, 9A, 0/0D → 300F, 100G → Pikeman - 35F, 25W, 55HP, 4A, 0/0D Squires - 200F: +10% infantry speed Light Cavalry - 80F, 60HP, 7A, 0/2D Knight - 60F, 75G, 100HP, 10A, 2/2D → 300F, 300G → Camel - 55F, 60G, 100HP, 5A, 0/0D → 325F, 360G → Husbandry - 250F: +10% Cavalry speed	Two-Handed Swordsman - 60F, 20G, 60HP, 11A, 0/0D → 750F, 300G → Champion - 60F, 20G, 70HP, 13A, 1/0D 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 →	Galley - 90W, 30G, 120HP, 6A, 5R, 0/6D → 230F, 100G → Fish Trap - 100W, 50HP Transport Ship - 125W, 100HP, 4/8D, 5GA(10 w/ D Dock) Trade Cog - 100W, 50G, 80HP, 0/6D	War Galley - 90W, 30G, 135HP, 7A, 6R, 0/6D → 400F, 315W → Demolition Ship - 70W, 50G, 50HP, 11A, 0/3D → 200W, 300G → Fire Ship - 75W, 45G, 100HP, 2A, 2R, 0/0D → 280W, 250G → Longboat (Vi) - 100W, 50G, 130HP, 7A, 6R, 0/6D → 750F, 475G → Carreening - 250W, 150G: +1P; +5 trans	Galleon - 90W, 30G, 165HP, 8A, 7R, 0/8D Cannon Galleon - 400F, 500W: build cannon galleons → Cannon Galleon - 200W, 150G, 120HP, 35A, 13R, 0/6D Heavy Demo Ship - 70W, 50G, 60HP, 14A, 0/5D Fast Fire Ship - 75W, 45G, 120HP, 3A, 2R, 0/8D Elite Longboat (Vi) - 100W, 50G, 160HP, 8A, 7R, 0/8D Dry-Dock - 600F, 400G: +15% ship speed; +10 trans Shipwright - 1000F, 300G: -20% wood to build ships				
Palisade Wall - 2W, 250HP, 2/2D Outpost - 25W, 25S, 500HP, 0/0D	Stone Wall - 5S, 1800HP, 8/10D → 200F, 100S → Watch Tower - 125S, 25W, 1020HP, 5A, 8R, 1/7D, 5GA → 100F, 250S → Gate - 30S, 2750HP, 10/10D (+1250HP w/ Fortified Wall)	Fortified Wall - 5S, 3000HP, 12/12D (R@Univ) Guard Tower - 125S, 25W, 1500HP, 6A, 8R, 2/8D, 5GA (R@Univ) → 500F, 350S → Town Center - 275W, 100S, 2400HP, 5A, 6R, 2/5D, 15GA	Bombard Tower - 125S, 100G, 2220HP, 120A, 8R, 3/9D, 5GA (R@Univ) Keep - 125S, 25W, 2250HP, 7A, 8R, 3/9D, 5GA (R@Univ) Wonder - 1000F, 1000W, 1000G, 4800HP, 3/10D				
Town Center - 275W, 100S, 2400HP, 5A, 6R, 2/5D, 15GA Villager - 50F, 25HP, 3A, 0/0D House - 30W, 900HP, 0/7D Loom - 50G: +15 Vill HPs; +1+1P Armor Adv to Feudal Age - 500F, 2 Bldgs	Wheelbarrow - 175F, 50W: +10% Vill Speed; +25% Vill Cap → Town Watch - 75F: +4 building LOS Adv to Castle Age - 800F, 200G, 2Bldgs	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					
Britons (Br) <i>Longbowman</i> TB: Arch Ranges 20% faster TC costs -50%, Wood in Cast/Imp Ages Foot Archers +1R Castle, +2R Imperial Shepherds work 25% faster	Saracens (Sa) <i>Mameluke</i> 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	Monastery 175W, 2100HP, 2/9D, 10GA Monk - 100G, 30HP, 9R, 0/0D Atonement - 325G: Convert other Monks Sanctuary - 120G: +50% Monk HPs Fervor - 140G: +15% Monk speed Redemption - 475G: Convert buildings (ex. TC, Cas, Mon), siege units	Faith - 750F, 1000G: +50% conv resistance Illumination - 120G: +50% Monk rejuv speed Block Printing - 200G: +3 conv range				
Byzantines (By) <i>Cataphract</i> TB: Monks 3X heal speed Bldg HPs: +10%DA, +20%Fe, +30Cast, +40%Imp Camels, Skirm, Pike cost -25% Firearms +20% attack Adv to Imperial costs -33%	Teutons (Te) <i>Teutonic Knight</i> TB: Units more resistant to conversion Monks heal from 2X as far Towers GA 2X, fire 2X normal GA arrows Murder Holes free Farms cost -33% TC +2 attack	Castle 650S, 4800HP, 11A, 8R, 8/11D, 20GA Monk - 100G, 30HP, 9R, 0/0D Atonement - 325G: Convert other Monks Sanctuary - 120G: +50% Monk HPs Fervor - 140G: +15% Monk speed Redemption - 475G: Convert buildings (ex. TC, Cas, Mon), siege units	Elite Berserk (Vi) - 65F, 25G, 72HP, 14A, 2/0D Elite Samurai (Ja) - 60F, 30G, 80HP, 8A, 1/0D → 950F, 875G → Elite Teutonic Knight (Te) - 85F, 40G, 100HP, 17A, 10/2D → 1200F, 600G → Elite Throwing Axeman (Fr) - 55F, 25G, 50HP, 7A, 3R, 0/0D → 1000F, 850G → Elite Wood Raider (Ce) - 65F, 25G, 65HP, 8A, 0/0D → 1000F, 800G → Elite Huskari (Go) - 68F, 34G, 60HP, 10A, 0/4D → 1200F, 590G → Elite Chu Ko Nu (Ch) - 40W, 35G, 45HP, 8A, 4R, 0/0D → 950F, 950G → Elite Janissary (Tu) - 60F, 55G, 53HP, 15A, 8R, 1/0D → 850F, 790G → Elite Longbowman (Br) - 35W, 40G, 35HP, 6A, 5R, 0/0D → 850F, 850G → Elite Mangudai (Mo) - 55W, 65G, 60HP, 6A, 4R, 0/0D → 1100F, 675G →				
Celts (Ce) <i>Wood Raider</i> TB: Siege Workshops 20% faster Infantry moves 15% faster Lumberjacks work 15% faster Siege weapons fire 20% faster Sheep not converted if in Celts LOS	Turks (Tu) <i>Janissary</i> TB: Gunpowder units train 20% faster Gunpowder units +50% HP, -50% Gump research cost Gold miners work 15% faster Chemistry free Light Cavalry upgrade free	Castle 650S, 4800HP, 11A, 8R, 8/11D, 20GA Monk - 100G, 30HP, 9R, 0/0D Atonement - 325G: Convert other Monks Sanctuary - 120G: +50% Monk HPs Fervor - 140G: +15% Monk speed Redemption - 475G: Convert buildings (ex. TC, Cas, Mon), siege units	Elite Chu Ko Nu (Ch) - 40W, 35G, 50HP, 8A, 4R, 0/0D Elite Janissary (Tu) - 60F, 55G, 60HP, 18A, 8R, 2/0D Elite Longbowman (Br) - 35W, 40G, 40HP, 7A, 6R, 0/1D Elite Mangudai (Mo) - 55W, 65G, 60HP, 8A, 4R, 1/0D Elite Cataphract (By) - 70F, 75G, 110HP, 9A, 2/1D → 1600F, 800G → Elite War Elephant (Pe) - 200F, 75G, 450HP, 15A, 1/2D → 1600F, 1200G → Elite Mameluke (Sa) - 55F, 85G, 65HP, 7A, 3R, 0/0D → 600F, 500G →				
Chinese (Ch) <i>Chu Ko Nu</i> TB: Farms +45 Food Start +3 Villagers, but -150F Techs cost: -10%Feu, -15%Cas, -20%Imp TC supports 10 population Demolition Ships +50%HP	Vikings (Vi) <i>Berserk</i> <i>Longboat</i> TB: Docks costs -25% Warships cost -20% Infantry HPs +10%Feu, +15%Cas, +20%Imp Wheelbarrow, Hand Cart free	University 200W, 2100HP, 2/9D Ballistics - 300W, 175G: Arrow units more accurate at moving targets Treadmill Crane - 200W, 300S: +20% Vill Build Speed Masonry - 175W, 150S: Incr. Bldg HP/Armor Heated Shot - 350F, 100G: +50% twr att vs ships Murder Holes - 200F, 200S: No min twr/castle range Fortified Wall - 200F, 100S: build fortified walls/upgrade stone walls Guard Tower - 100F, 250S: build guard towers/upgrade watch towers	Chemistry - 300F, 200G: +1A missile (ex. GP units); Research GP units Siege Engineers - 500F, 600W: +1R siege; +20% siege unit att vs bldgs Architecture - 200W, 300S: bldgs +10%HP, +1+1P, +3 bldg armor				
Franks (Fr) <i>Throwing Axeman</i> TB: Knights +2 LOS Castles cost -25% Knights +20% HPs Farm upgrades free (requires Mill)	Age of Empires II Age of Kings Tech Tree By Nethog pm61@hotmail.com Version 1.03 9/16/02	Chain Barding Armor - 250F, 150G: +1+1P cavalry armor Bodkin Arrow - 200F, 100G: +1A+1R arrow units (ex TC) Iron Casting - 220F, 120G: +1A infantry/cavalry Leather Archer Armor - 150F, 150G: +1+1P archer armor Chain Mail Armor - 200F, 100G: +1+1P infantry armor	Plate Barding Armor - 350F, 200G: +1+2P cavalry armor Bracer - 300F, 200G: +1A+1R arrow units (ex TC) 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				
Goths (Go) <i>Huskari</i> TB: Barracks 20% faster Inf Cost: -10%Feu, -15%Cas, -25%Imp Infantry +1 attack vs buildings Villagers +5 attack vs Wild Boar +10 population Imperial Age	Blacksmith 150W, 2100HP, 1/8D Scale Barding Armor - 150F: +1+1P cavalry armor Fletching - 100F, 50G: +1A+1R arrow units (ex TC) Forging - 150F: +1A infantry/cavalry Padded Archer Armor - 100F: +1+1P archer armor Scale Mail Armor - 100F: +1+1P infantry armor	Scorpion - 175W, 75G, 40HP, 12A, 5R, 0/6D (Pierce attack; Damages all units in path) → 1000F, 1100W → Battering Ram - 160W, 75G, 175HP, 2A, 0/180D → 300F, 250G → Mangonel - 160W, 135G, 50HP, 40A, 7R, 0/6D (Area damage; Large attack bonus vs walls/bldgs) → 800F, 500W →	Bombard Cannon - 225W, 225G, 50HP, 40A, 12R, 2/5D Bombard Cannon - 500F, 250G: Build Bombard Cannons → Bombard Cannon - 225W, 225G, 50HP, 40A, 12R, 2/5D Capped Ram - 160W, 75G, 200HP, 3A, 0/190D → 1000F, 800G → Siege Ram - 160W, 75G, 270HP, 4A, 0/195D Onager - 160W, 135G, 60HP, 50A, 8R, 0/7D → 1450F, 1000G → Siege Onager - 160W, 135G, 70HP, 75A, 8R, 0/8D				
Persians (Pe) <i>War Elephant</i> TB: Knights +2 attack vs Archers TC/Dock 2XHPs; Work Rate: +10%Feu, +15%Cas, +20%Imp	Gold Mining - 100F, 75W: +15% Mining Speed Stone Mining - 100F, 75W: +15% Mining Speed	Gold Shaft Mining - 200F, 150W: +15% Mining Speed Stone Shaft Mining - 200F, 150W: +15% Mining Speed					
Mongols (Mo) <i>Mangudai</i> TB: Scout/Light Cavalry +2 LOS Cavalry Archers fire 20% faster Light Cavalry +30% HPs Hunters work 50% faster	Double Bit Axe - 100W, 50F: +20% chopping speed	Bow Saw - 150F, 100W: +20% chopping speed					
Mill - 100W, 1000HP, 0/7D Farm - 90W, 480HP, 0/0D	Horse Collar - 75F, 75W: Farm +75 food 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	Heavy Plow - 125F, 125W: Farm +125 Food; +1 Vill food cap Banking - 200F, 100G: Zero tribute fee (was 20%)	Crop Rotation - 250F, 250W: Farm +175 food Guilds - 300F, 200G: 15% trading fee (was 30%)				