Age of Empires Expansion:
The Rise of Rome

Civilization Technology Trees
updated for v1.1 (Unofficial Patch)

Note about civilization bonuses: while the technology trees provided in the original game manual are correct, the original documentation contains a lot of false information about civilization bonuses (some were wrongly documented, while others bugged in-game). This problem existed since the very first version of the game and most users were never aware of it. The technology trees below contain the correct civilization bonuses as of version 1.1, including the fixed original values.

For more information – visit the official UPatch HD page.
- Archers fire 25% faster
- Villagers move 15% faster

**Stone Age**

- Dock
  - Trade Boat
  - Fishing Boat
- Granary
  - Market
    - Farm
      - Domestication
      - Gold Mining
      - Stone Mining
      - Woodworking
    - Artisans
      - Plow
      - Wheel
      - Artisanship
- House
  - Villa
- Storage Pit
  - Toolworking
- Barracks
  - Scout
  - Stable
    - Axeman
      - Broadswordman
    - Bowmen
  - Archery Range

**Tool Age**

- Sentry Tower
  - Medium Wall
- Watch Tower
  - Small Wall
- Market
  - Domestication
  - Gold Mining
  - Stone Mining
  - Woodworking
- Farm
  - Plow
  - Wheel
  - Artisanship
- Priest
  - Temple
    - Astrology
    - Mysticism
    - Polytheism
- Town Center
  - Government Center
    - Logistics
      - Architecture
      - Writing
      - Nobility
    - Ballistics
      - Engineering
      - Alchemy
      - Aristocracy
- Villa
- Barracks
  - Scout
  - Stable
    - Axeman
    - Bowmen
    - Archery Range
  - Stone Thrower
    - Siege Workshop
      - Improved Bowman
      - Composite Bowman
      - Chariot Archer (requires Wheel)
  - Horse Archer
  - Heavy Horse Archer (requires Chain Mail)
  - Catapult
    - Ballista
    - Heavy Catapult (requires Siegecraft)
    - Heliopolis (req's Craftsman)
  - Chariot (requires Wheel)
    - Camel Rider
    - War Elephant
    - Cataphract (requires Metallurgy)
    - Armored Elephant (requires Iron Shield)
  - Heavy Cavalry
  - Phalanx
    - Centurion (requires Aristocracy)
  - Hoplite
    - Cavalry
    - Chariot (requires Wheel)
    - Camel Rider
  - Short Swordsman
  - Broad Swordsman
  - Long Swordsman
    - Legion (requires Fanaticism)

**Bronze Age**

- Merchant Ship
  - War Galley
  - Fishing Ship
- Sentry Tower
  - Medium Wall
- Watch Tower
  - Small Wall
- Priest
  - Temple
    - Astrology
    - Mysticism
    - Polytheism
- Town Center
  - Government Center
    - Logistics
      - Architecture
      - Writing
      - Nobility
    - Ballistics
      - Engineering
      - Alchemy
      - Aristocracy
- Villa
- Barracks
  - Scout
  - Stable
    - Axeman
    - Bowmen
    - Archery Range
  - Stone Thrower
    - Siege Workshop
      - Improved Bowman
      - Composite Bowman
      - Chariot Archer (requires Wheel)
  - Horse Archer
  - Heavy Horse Archer (requires Chain Mail)
  - Catapult
    - Ballista
    - Heavy Catapult (requires Siegecraft)
    - Heliopolis (req's Craftsman)
  - Chariot (requires Wheel)
    - Camel Rider
    - War Elephant
    - Cataphract (requires Metallurgy)
    - Armored Elephant (requires Iron Shield)
  - Heavy Cavalry
  - Phalanx
    - Centurion (requires Aristocracy)
  - Hoplite
    - Cavalry
    - Chariot (requires Wheel)
    - Camel Rider
  - Short Swordsman
  - Broad Swordsman
  - Long Swordsman
    - Legion (requires Fanaticism)

**Iron Age**

- Catapult Trireme
  - Juggernaut (requires Engineering)
- Trireme
  - Heavy Transport
  - Fire Galley
- Guard Tower
  - Ballista Tower (requires Ballistics)
- Villa
- Barracks
  - Scout
  - Stable
    - Axeman
    - Bowmen
    - Archery Range
  - Stone Thrower
    - Siege Workshop
      - Improved Bowman
      - Composite Bowman
      - Chariot Archer (requires Wheel)
  - Horse Archer
  - Heavy Horse Archer (requires Chain Mail)
  - Catapult
    - Ballista
    - Heavy Catapult (requires Siegecraft)
    - Heliopolis (req's Craftsman)
  - Chariot (requires Wheel)
    - Camel Rider
    - War Elephant
    - Cataphract (requires Metallurgy)
    - Armored Elephant (requires Iron Shield)
  - Heavy Cavalry
  - Phalanx
    - Centurion (requires Aristocracy)
  - Hoplite
    - Cavalry
    - Chariot (requires Wheel)
    - Camel Rider
  - Short Swordsman
  - Broad Swordsman
  - Long Swordsman
    - Legion (requires Fanaticism)
- Walls have +50% HP, Towers have +75% HP
- Priests rejuvenate 30% faster
- Stone Miners work 20% faster
- Long Swordsman and Legion +50% HP
- Towers +2 range
- Priests cost -30%
- All chariot units +33% HP
- Gold Miners work 20% faster
- Priests +2 range
- Academy units move 30% faster and cost -20%
- Ships move 25% faster
- All archers +1 attack
- Stone Thrower, Catapult, and Heavy Catapult +40% HP
- War ships (except Fire Galley): +1 range in Tool Age, +2 in Bronze Age, +3 in Iron Age (+3 total)
- Composite Bowman +2 range
- Ships cost -20%
Villagers cost 75 Food, but have armor and work 25% faster
Starts the game with +100 Food
Camel Riders move 25% faster
Tributes are free
• Hunters work 30% faster
• All elephant units move 40% faster
• Triremes fire 25% faster
- Woodcutters work 15% faster
- All elephant units cost -25%
- Catapult Trireme and Juggernaught fire 30% faster
- Buildings cost -15%, except for towers, walls and Wonders
- Towers cost -50%
- Swordsmen attack 33% faster
- Villagers cost 40 Food
- Walls have +50% HP
- Stone Thrower, Catapult, Heavy Catapult fire 30% faster
- Villagers +15 HP
- Farms have +125 Food
YAMATO

- All cavalry units cost -25%
- Ships have +20% HP
- Villagers move 15% faster