Age of Empires Expansion:

The Rise of Rome

Civilization Technology Trees

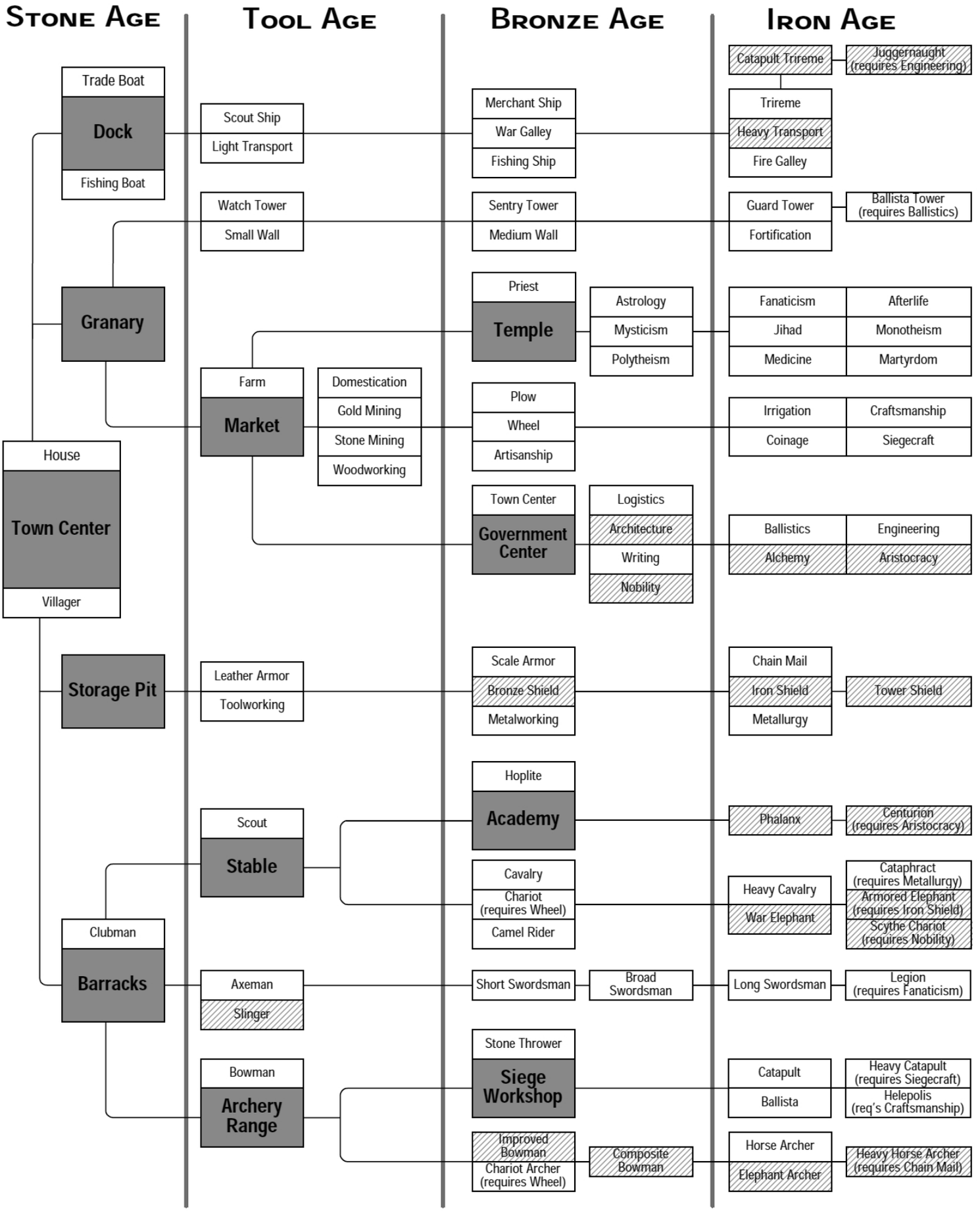
updated for v1.1 (Unofficial Patch)

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.

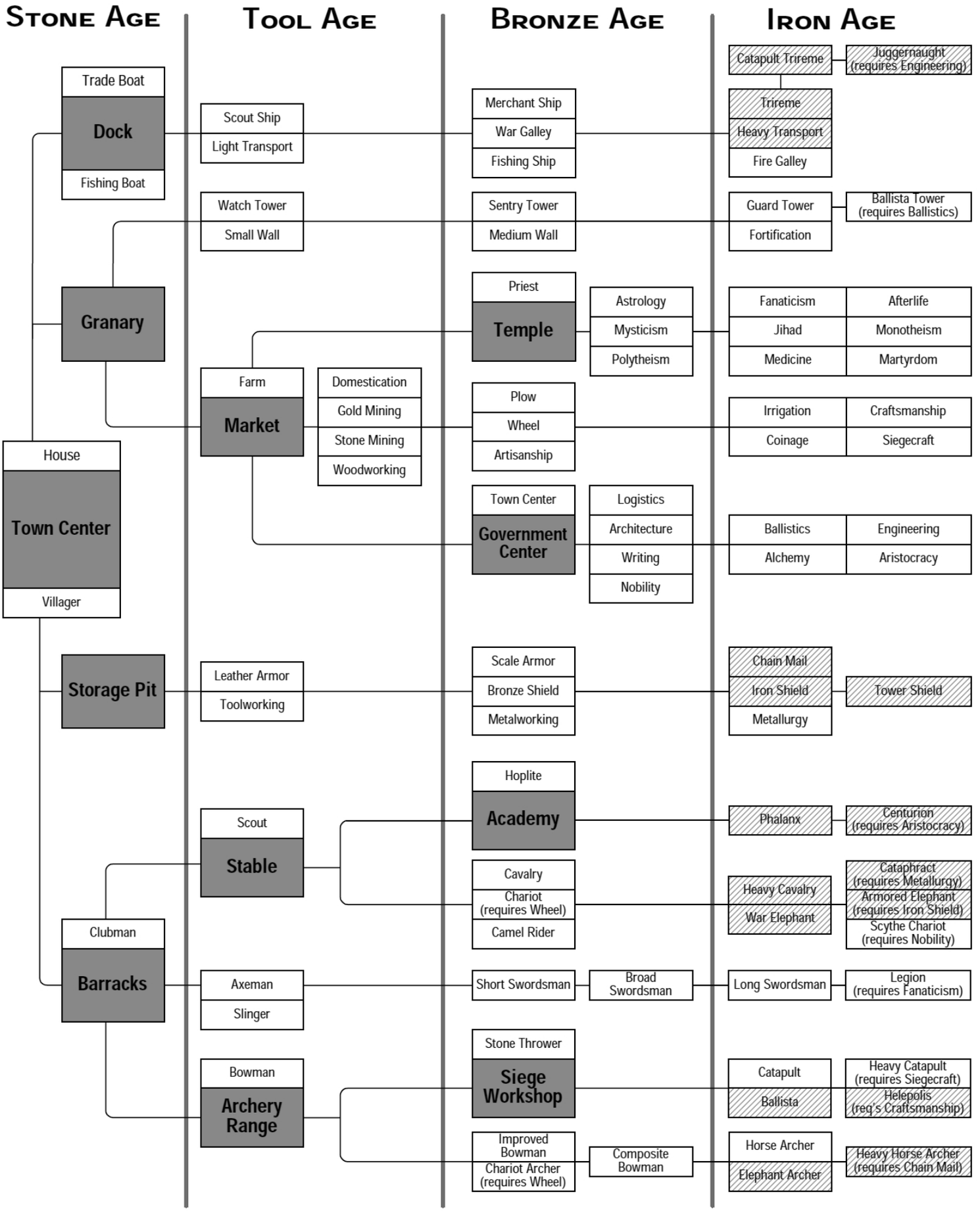
Assyrian

- Archers fire 25% faster
- Villagers move 15% faster



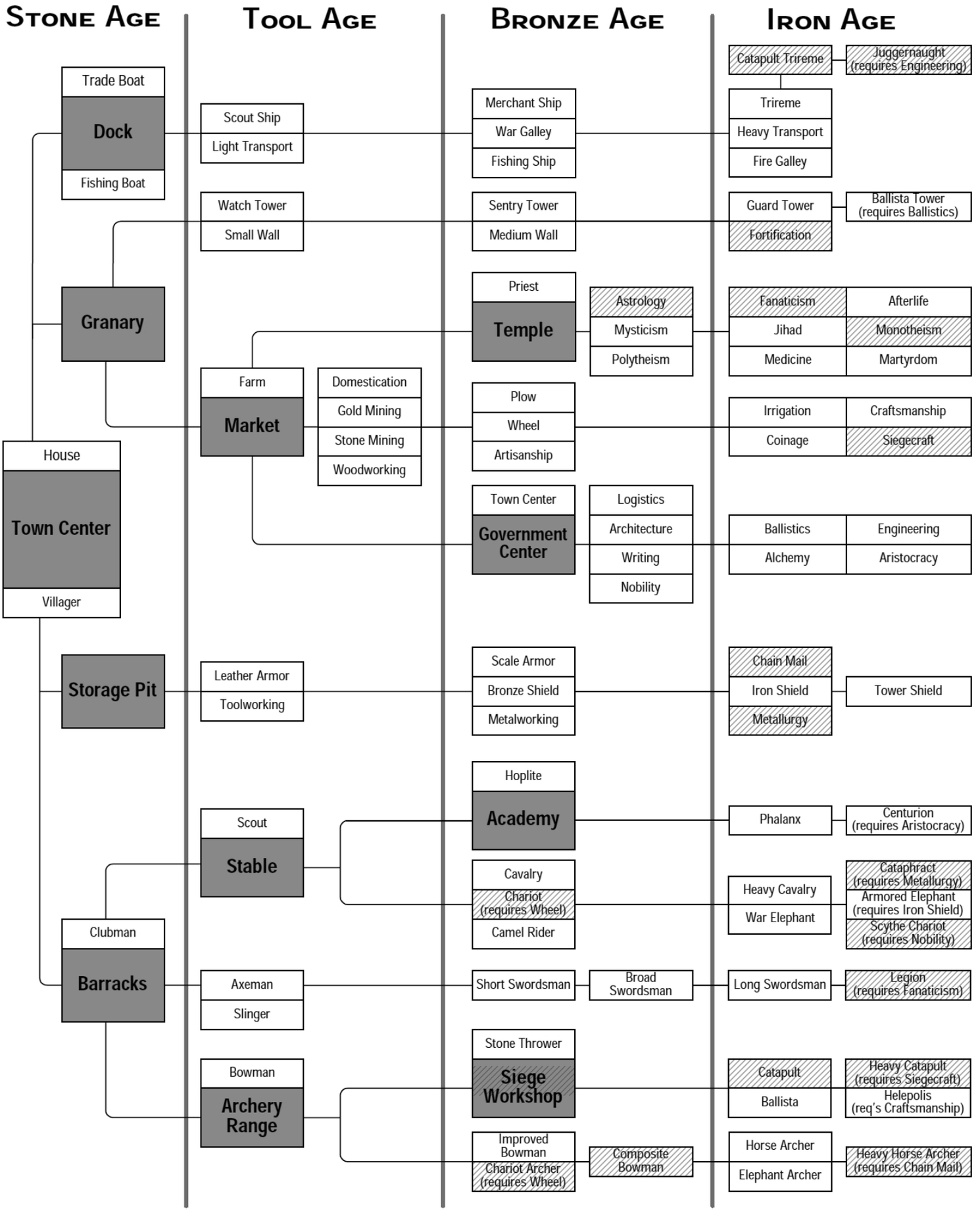
Babylonian

- Walls have +50% HP, Towers have +75% HP
- Priests rejuvenate 30% faster
- Stone Miners work 20% faster



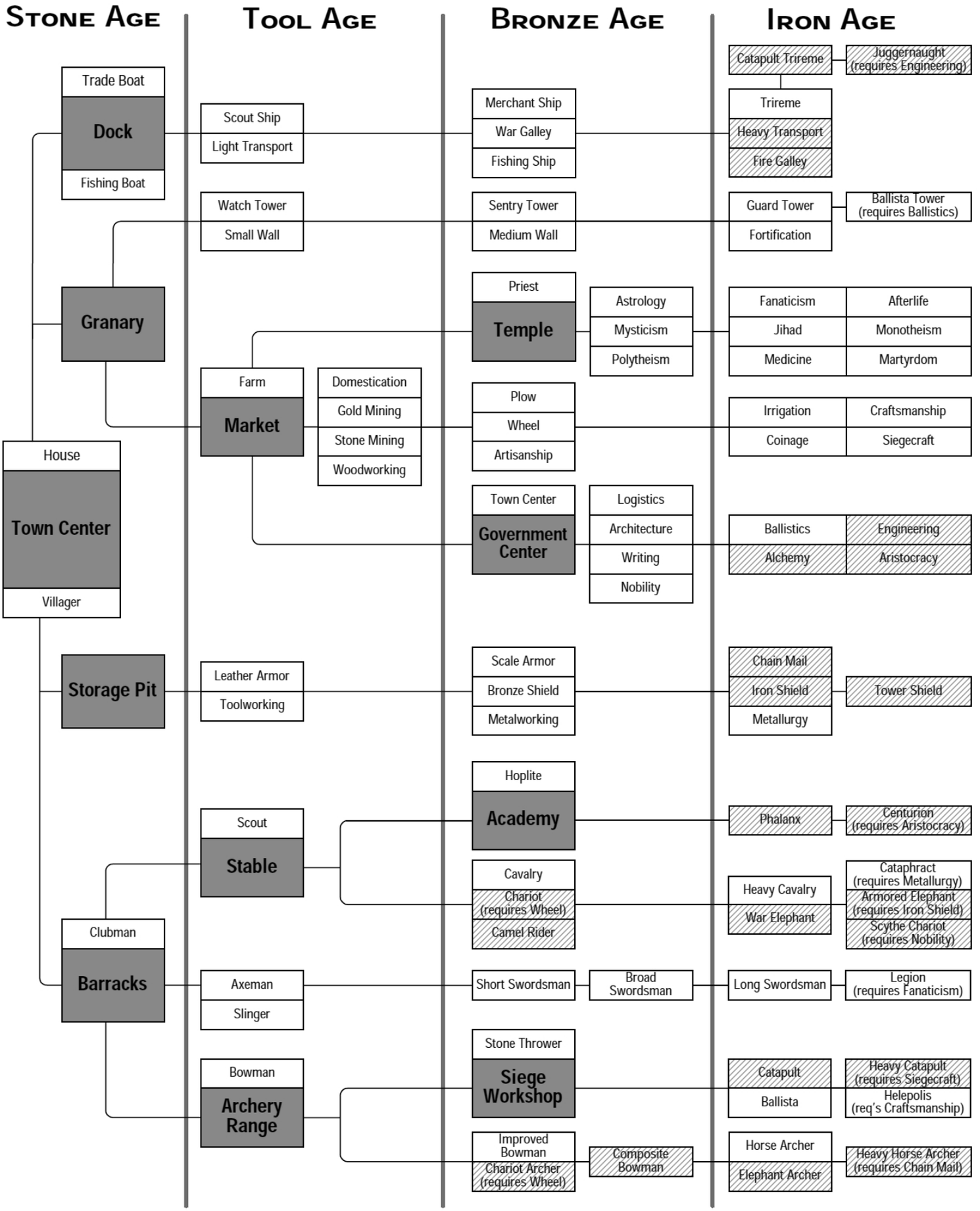
Carthaginian

- Transport ships move 25% faster
- Fire Galley +25% attack
- Academy units and all elephant units +25% HP



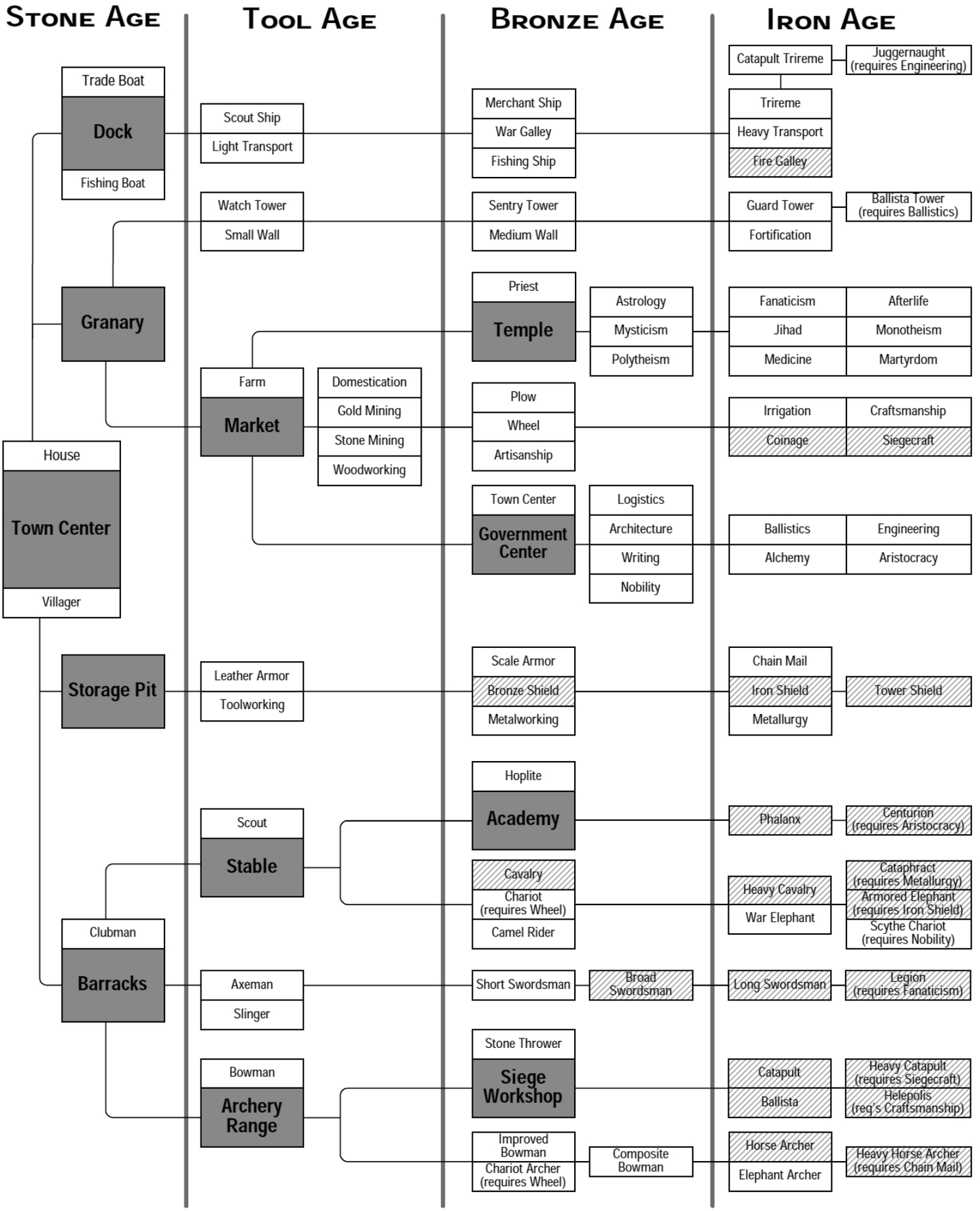
Choson

- Long Swordsman and Legion +50% HP
- Towers +2 range
- Priests cost -30%



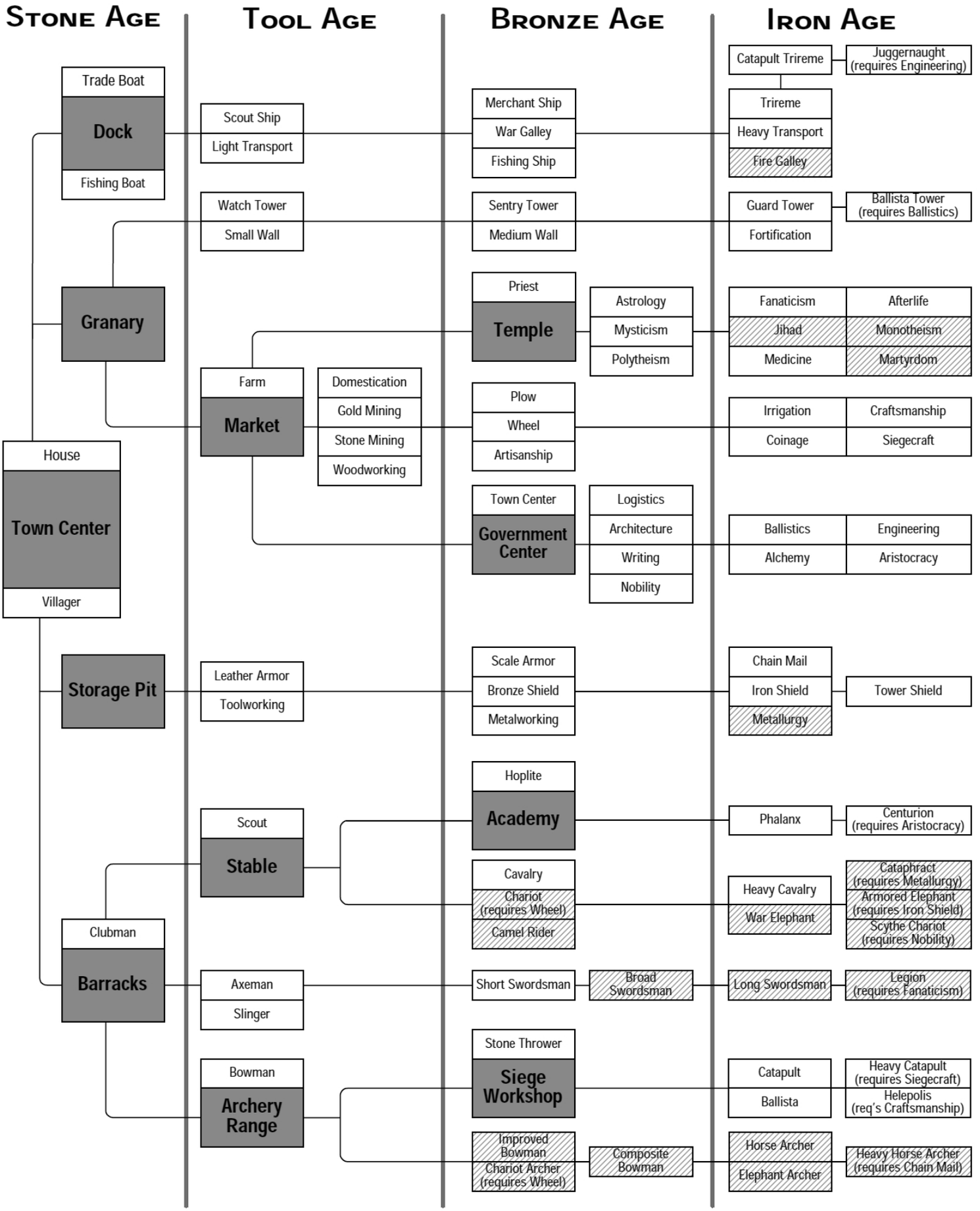
Egyptian

- All chariot units +33% HP
- Gold Miners work 20% faster
- Priests +2 range



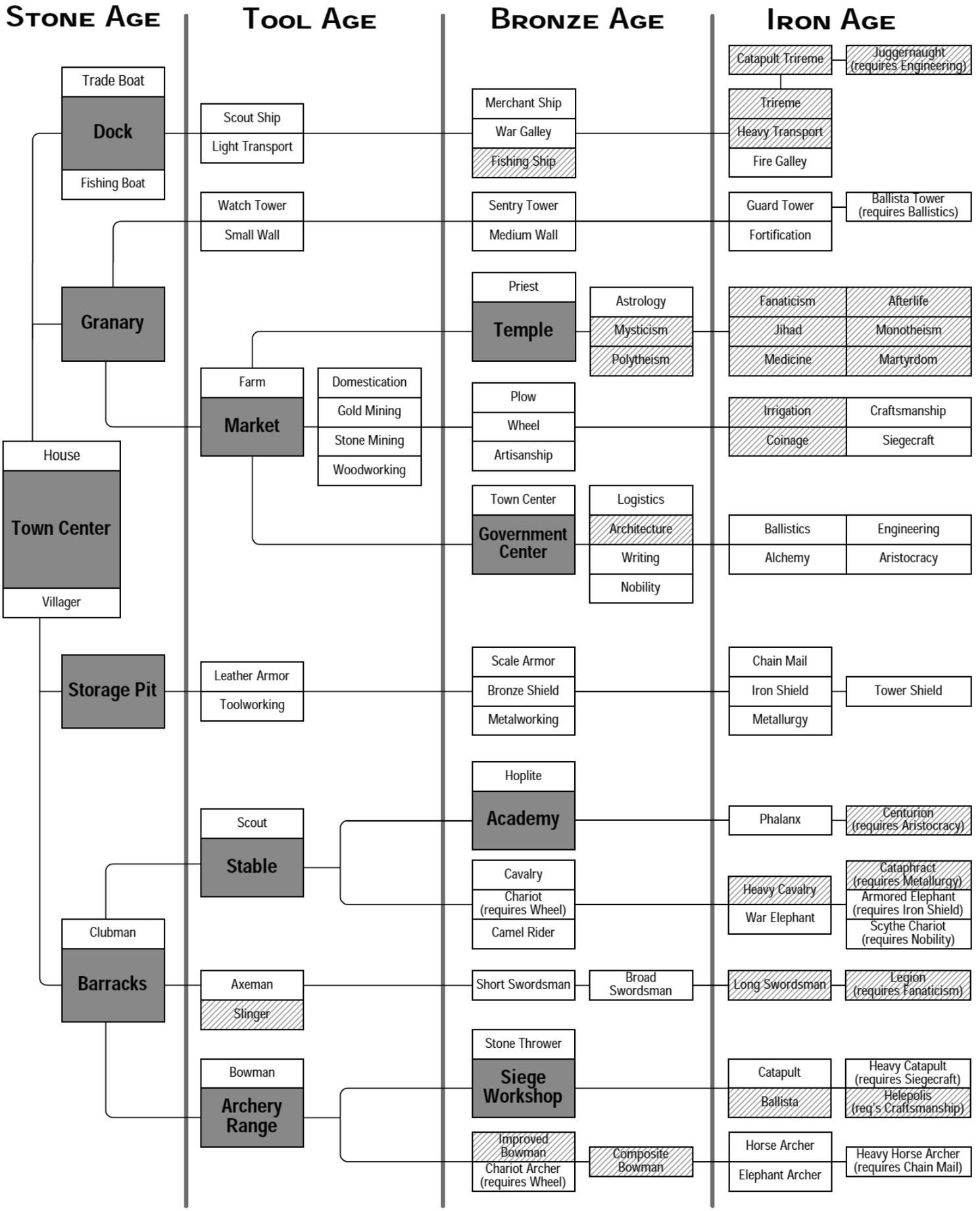
Greek

- Academy units move 30% faster and cost -20%
- Ships move 25% faster



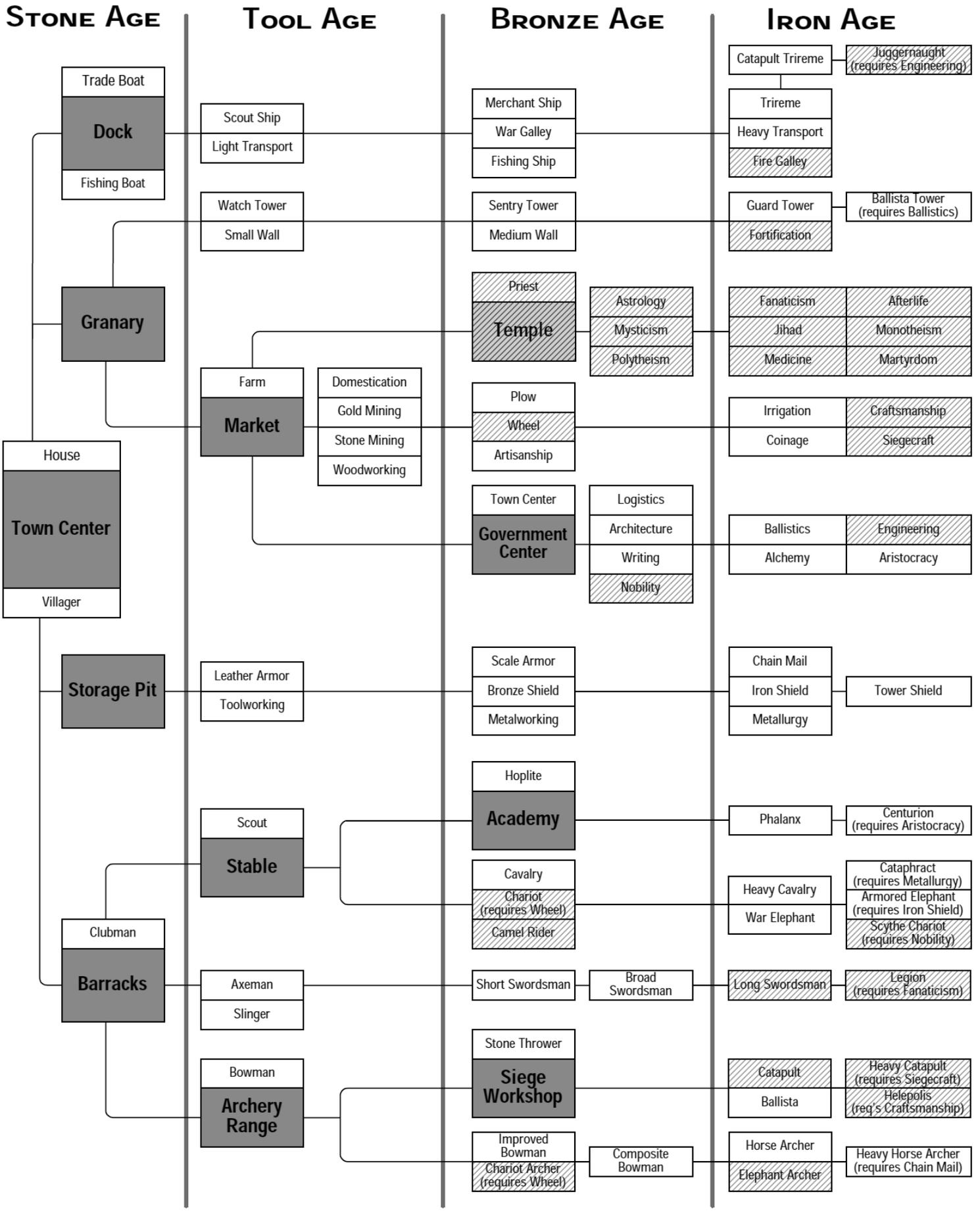
Hittite

- 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)



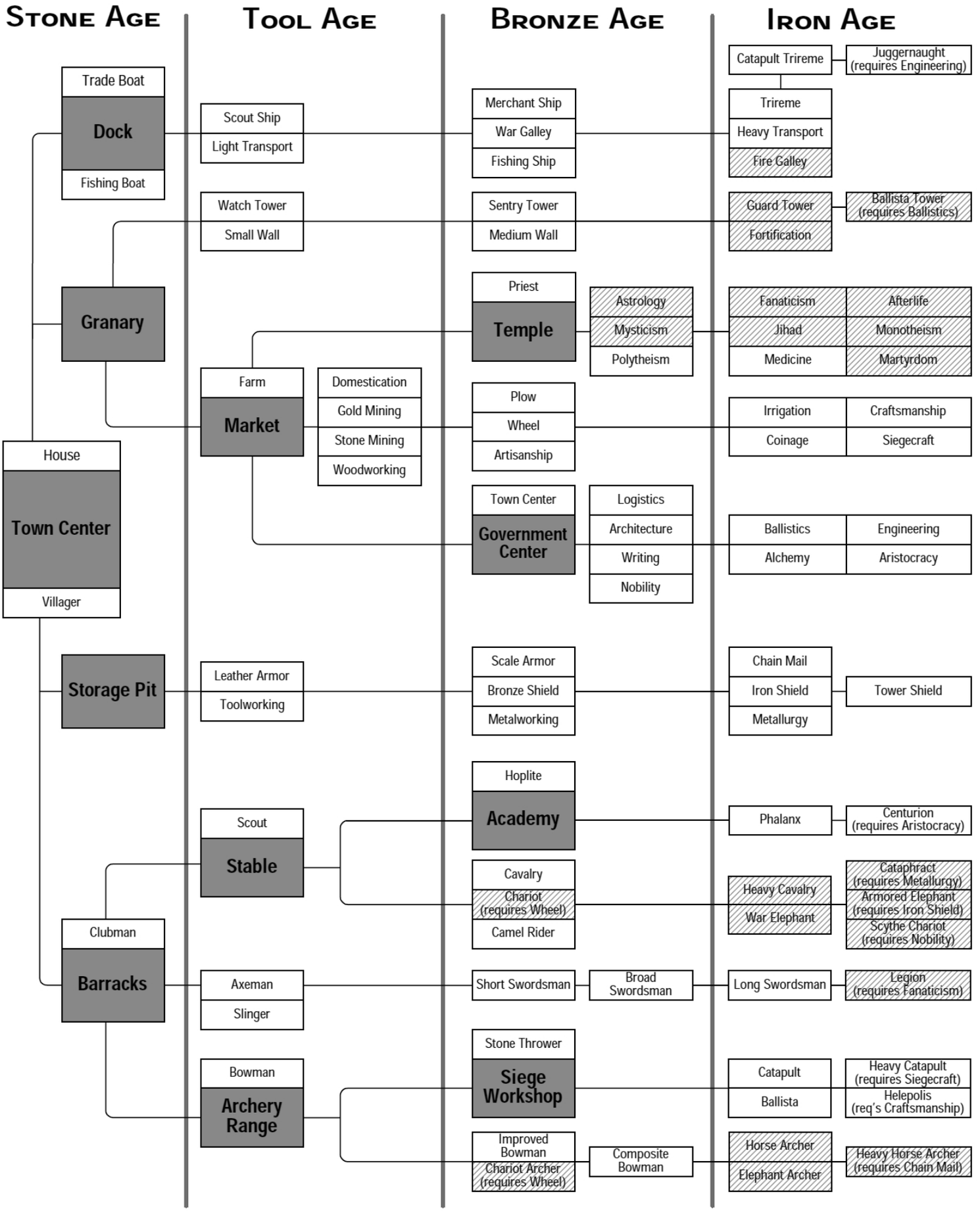
Macedonian

- Academy units +2 pierce armor
- All non-ranged units +2 LOS
- Siege Workshop units cost -50%
- All units 4 times more resistant to conversion



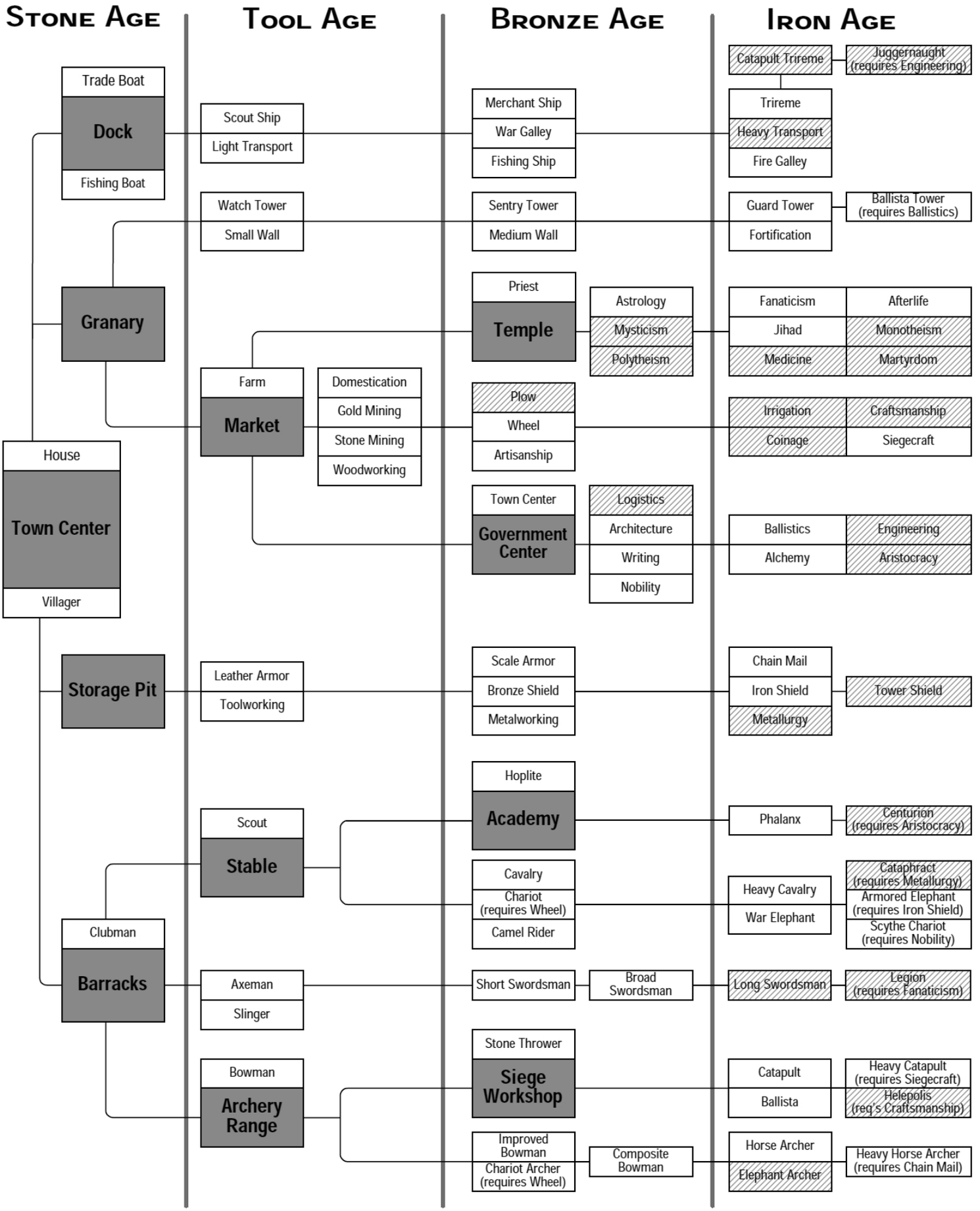
Minoan

- Composite Bowman +2 range
- Ships cost -20%



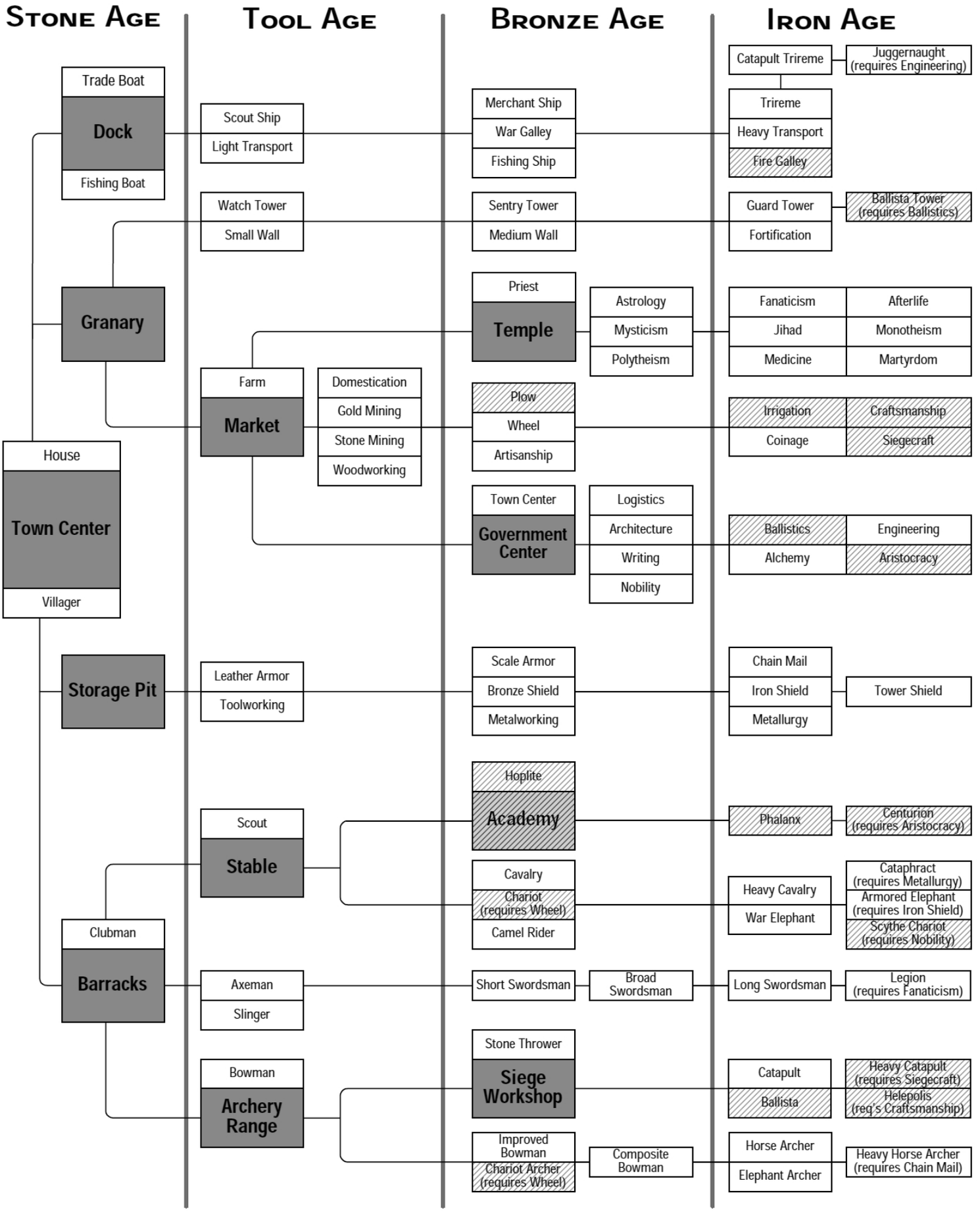
Palmyran

- 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



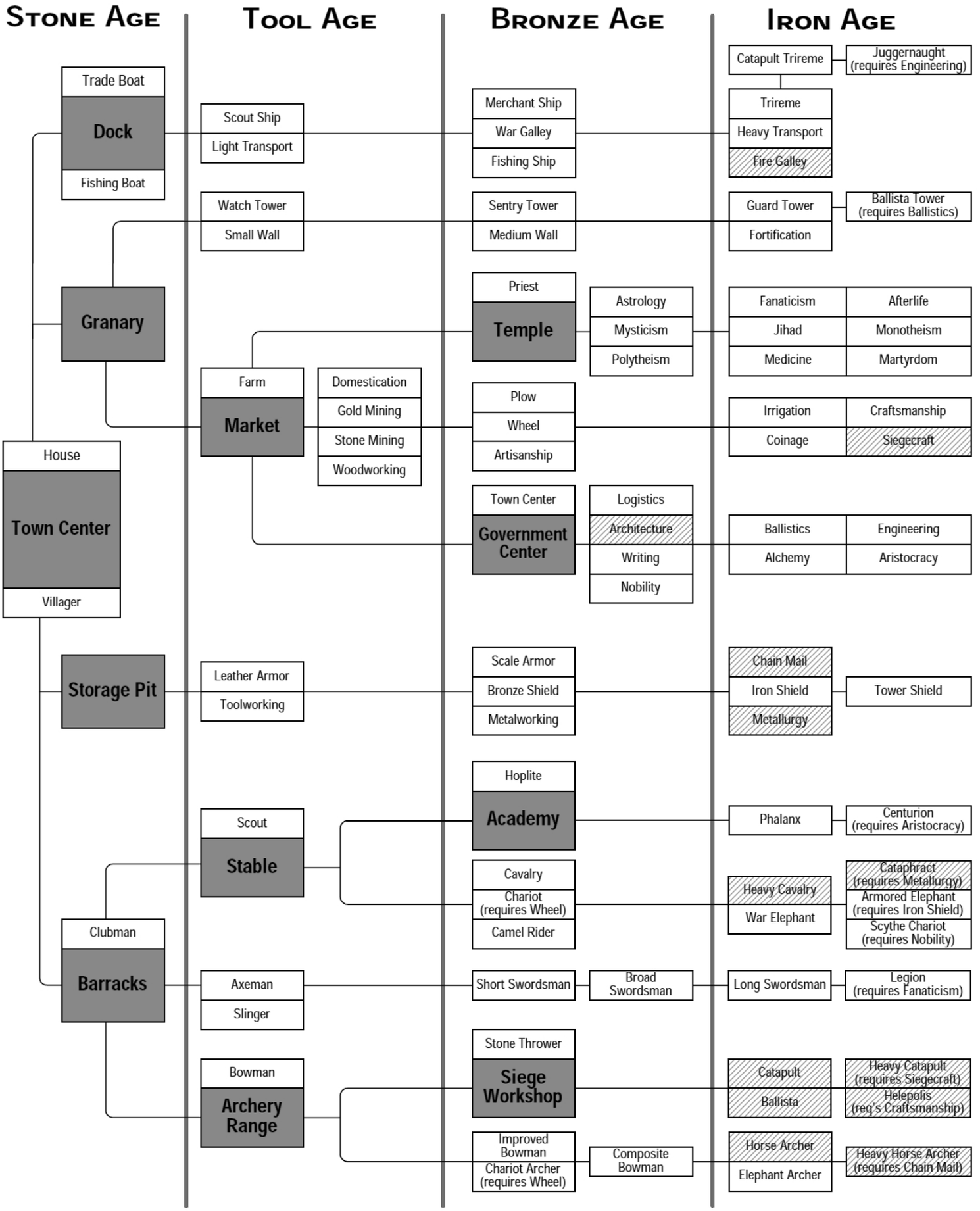
Persian

- Hunters work 30% faster
- All elephant units move 40% faster
- Triremes fire 25% faster



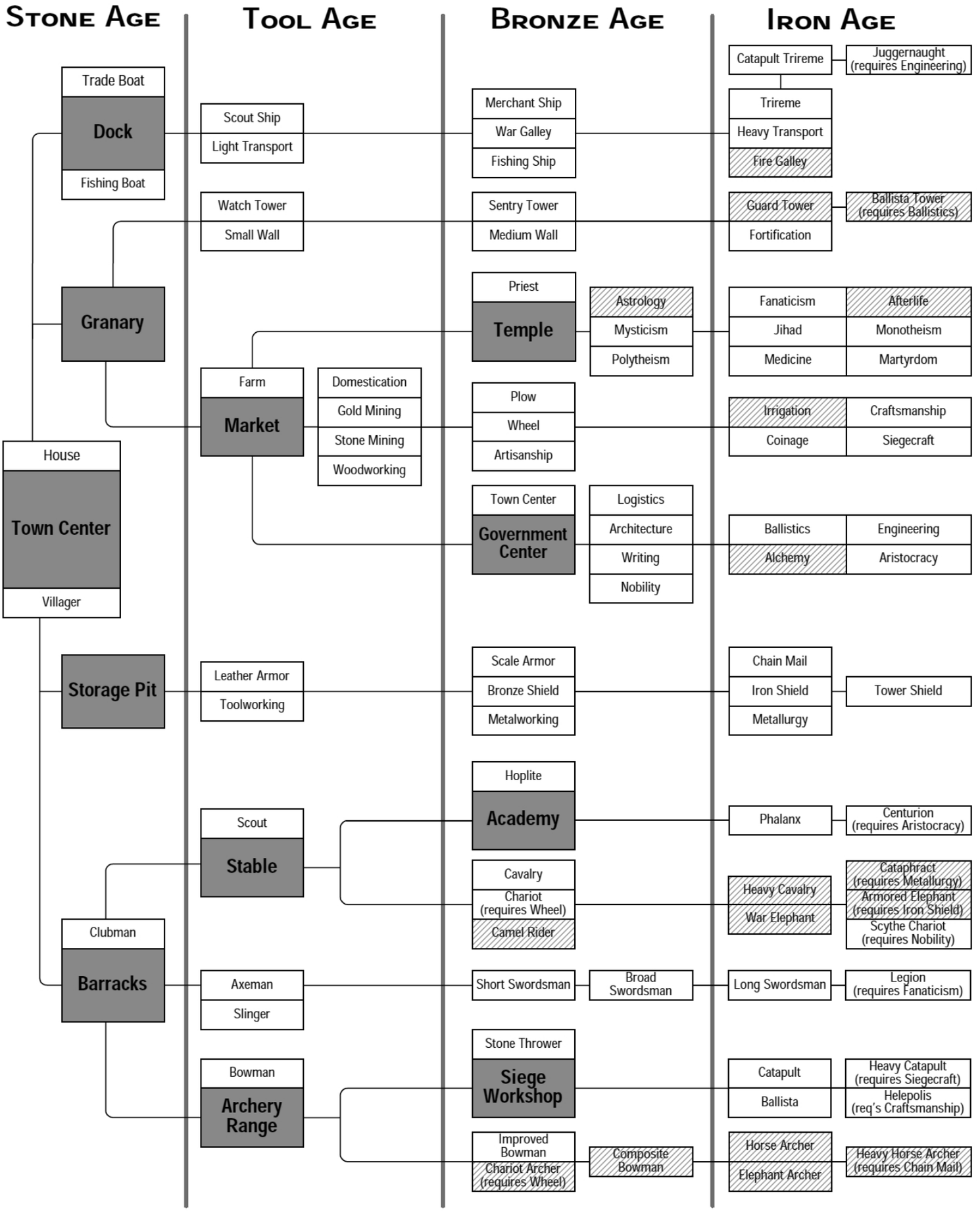
Phoenician

- Woodcutters work 15% faster
- All elephant units cost -25%
- Catapult Trireme and Juggernaught fire 30% faster



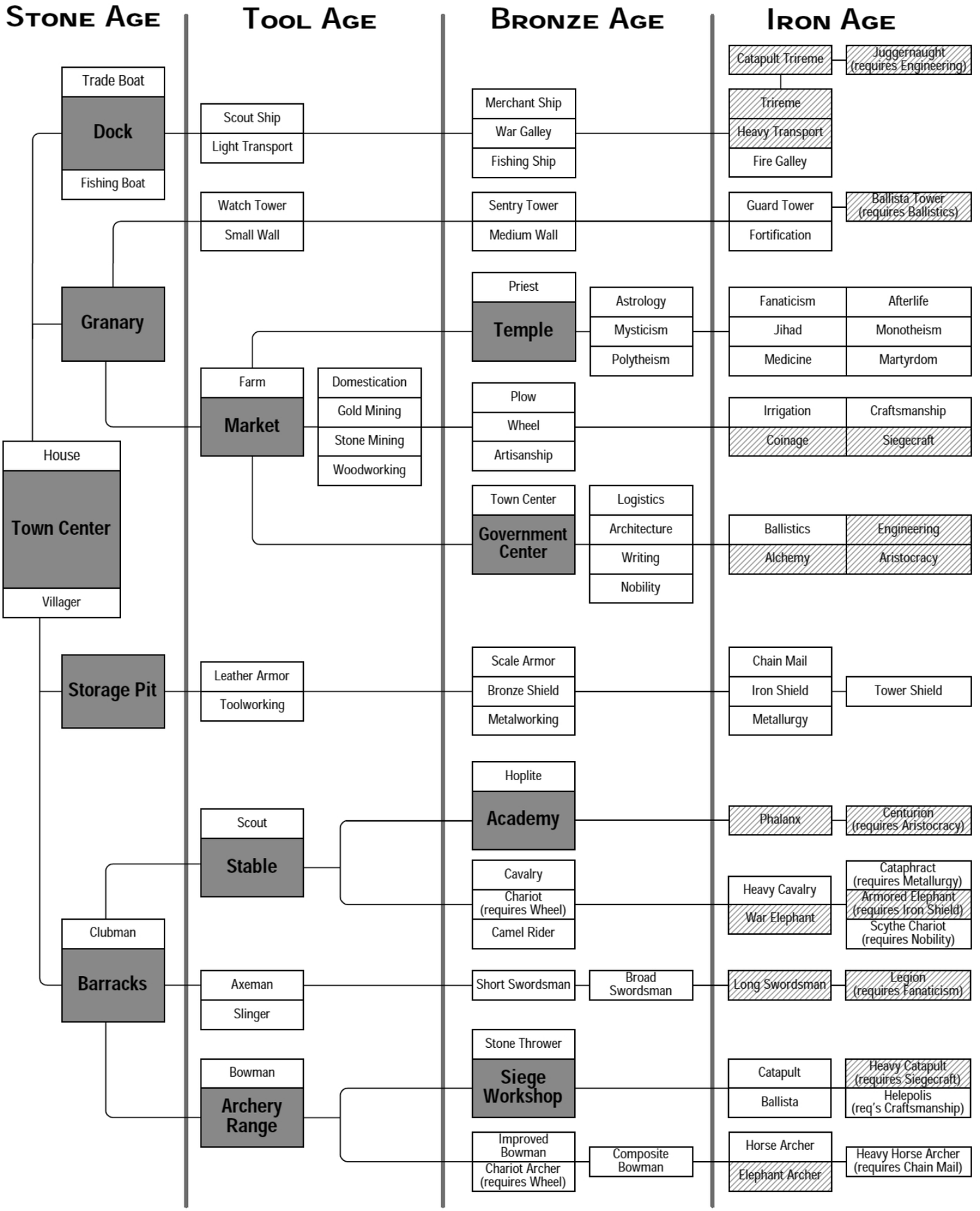
Roman

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



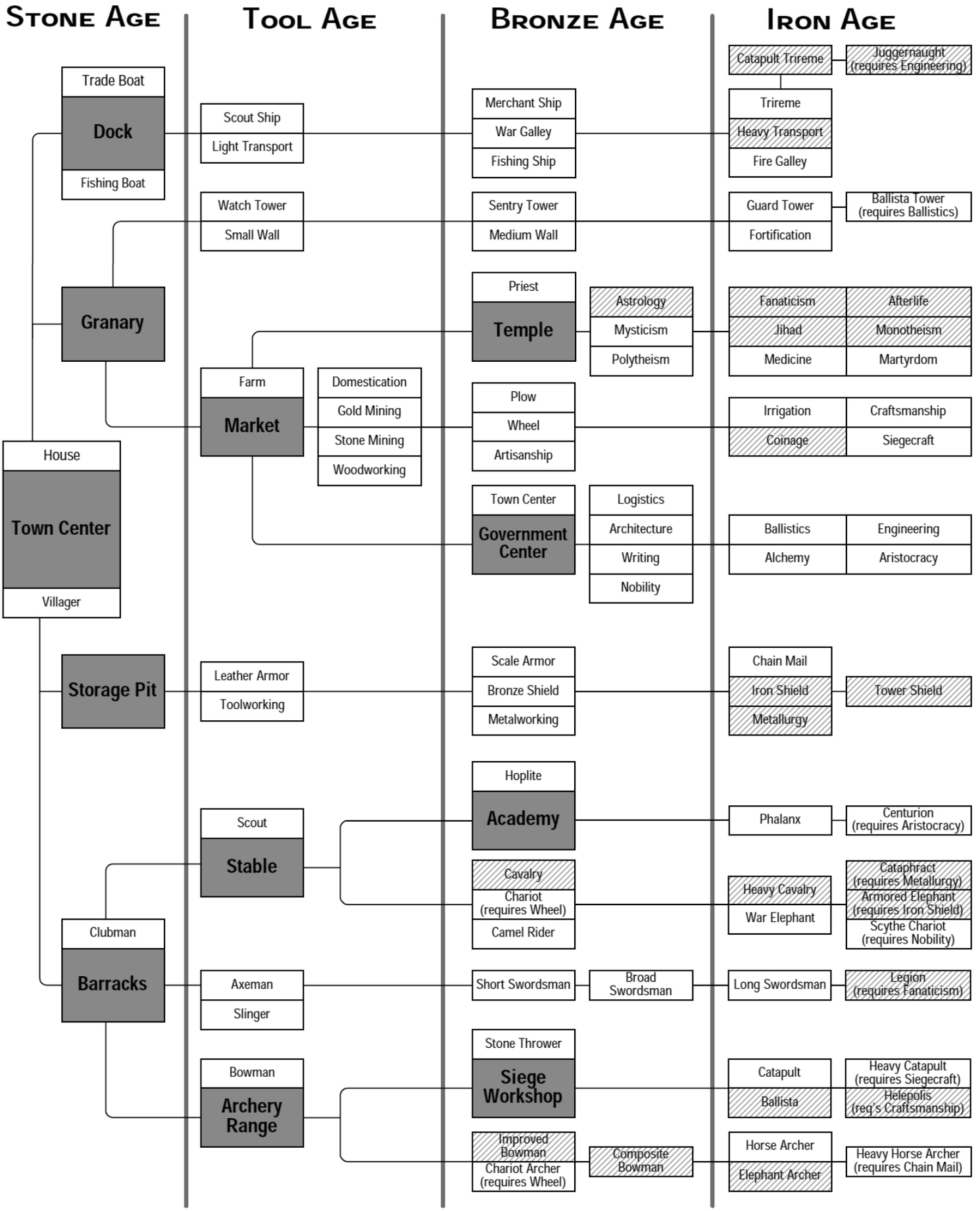
Shang

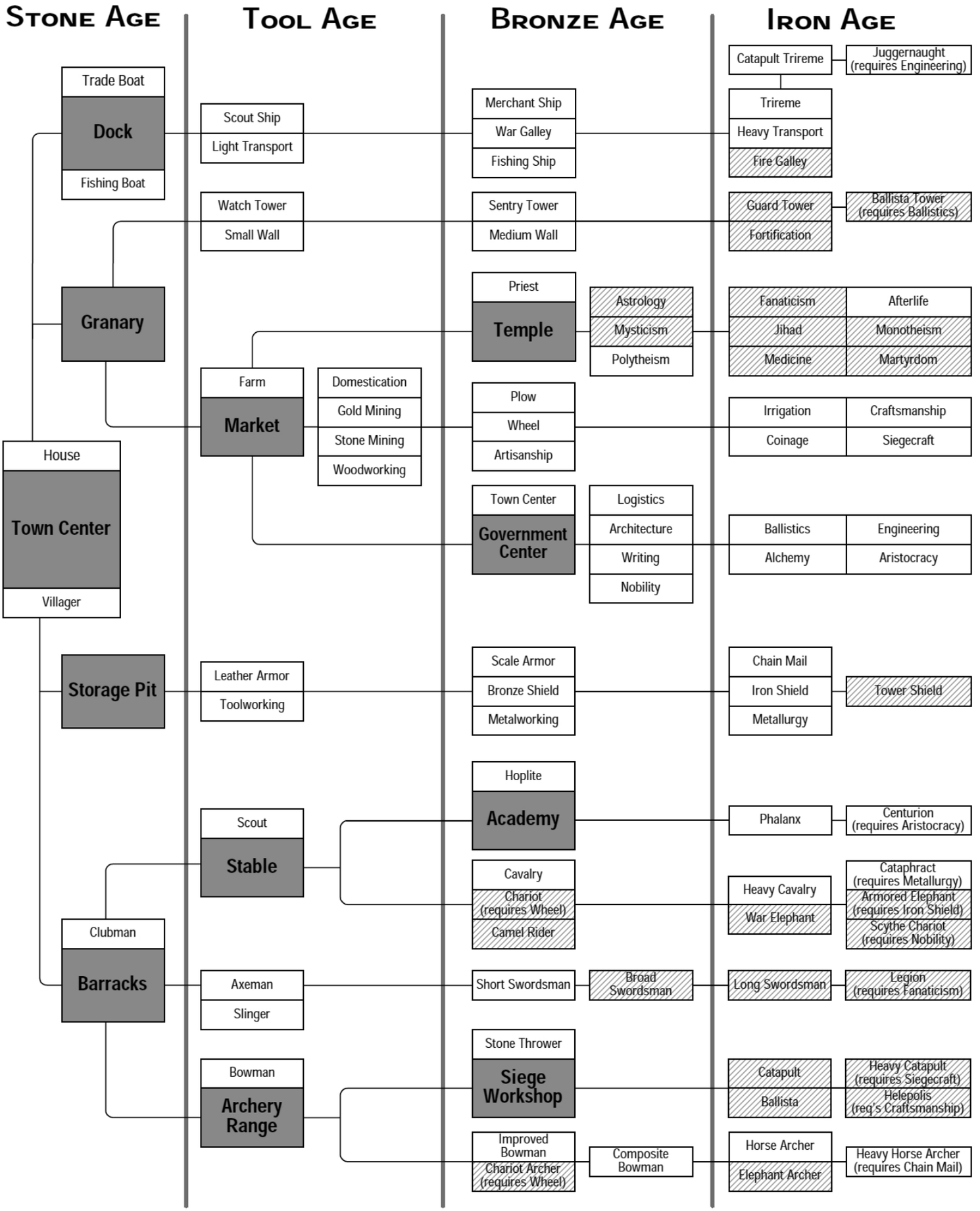
- Villagers cost 40 Food
- Walls have +50% HP



Sumerian

- 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