

# Simplified Tech Tree for 1v1 Arabia

This simplified tech tree helps you to pick out the best units for each stage of the game. It includes all units and upgrades that are relevant to 1v1 Arabia and that each civilization has access to which aren't shared by all civilizations. All civilizations can research ballistics, chemistry, murder holes, and conscription, so they are not listed. Naval units and bonuses for water are not listed as well.

There is also an overview that summarizes bonuses and gives additional insight into how to play each civilization. The rankings are determined by considering the utility of units at each stage of the game. Fully upgraded is "A" rank. Units increase rank from here based on what bonuses and unique upgrades they have, or decrease rank based on upgrades they're missing. More important upgrades are weighted higher. For example, missing blast furnace on cavalier only reduces the rank by a half stage, whereas missing plate barding armor reduces it by a full rank. A gold background means that the unit is better than generic fully upgraded. A red background means that the unit is particularly bad. The ranking next to the production building is the average of all unit ranks for all ages in that building.

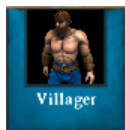
Upgrades are weighted based on the unit they're applied to. This means that missing thumb ring for castle age crossbowmen reduces their rank by a half stage, whereas for cavalry archers, it reduces it by a full stage.

Combinations of upgrades missing can decrease the rank by more than the usual values. For example, in imperial age, missing heavy scorpion reduces their rank by a full stage and missing siege engineers reduces it by a half stage. Missing both, however, reduces the rank by two stages.

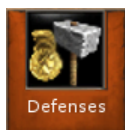
Some upgrades have no effect on the ranking such as paladin and siege onager. This is because these upgrades are not as important in 1v1 Arabia. Fully upgraded cavaliers and onagers still have "A" rank. Sappers also doesn't decrease the ranking of villagers if it is missing.

Since civilization bonuses and technologies are unique to each civilization, they are assessed on a case by case basis. The same applies for unique units. This leads to rankings that are somewhat subjective.

## Explanations for unclear rankings




























This is the ranking for how good the civilization's economy is. It also includes bonuses for the villager stats themselves as with Incas benefitting from blacksmith upgrades and Spanish with supremacy. A good economy bonus increases the rank by a half stage, but an economy bonus that is very situational or not very effective does not increase the rank.



This is the overall defensive ability of the civilization. It takes into account their ability to build walls as well as their building upgrades such as masonry, architecture, and hoardings.

# Aztecs



						
	A+		A+	A+	A+	A
			S	A+	A+	S
	A+			A+	A+	A
				A+	A+	A+
	A+			A+	A	B+
				A+	A+	A+
					A	A
	A				A	A
					A	B
	X				S	S
					B	A
	A					A+
				A	A	B
	B+		A	A	B	C+

## Civilization Overview

Aztecs have +3 carry capacity on their villagers as well as 11% faster military production for all military except siege workshop units. This means they collect all resources faster, especially from farms, which allows them to keep up with production of units.

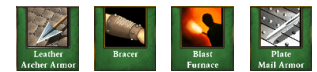
They start with +50 gold, which gives them a strong militia opening.

Their monks also gain +5 hp per monastery tech researched and they have access to all monastery techs. Relics also generate 33% more gold.

Since they lack masonry and hoardings, Aztecs have a more difficult time holding positions on the map.

With the +4 attack from garland wars, a mixture of champions, pikemen, eagle warriors, and jaguar warriors can handle almost any army as long as the Aztecs have gold.

### Blacksmith



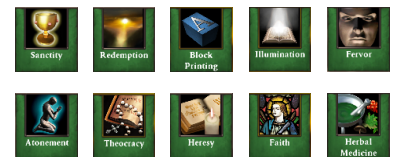
### Barracks



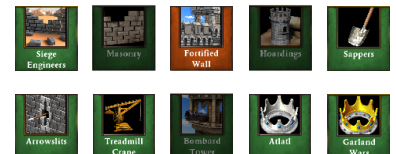
### Archery Range



### Monastery































### Castle and University



# Bengalis



						
	A+		A	A+	A+	S
	B+		A	A	B+	B
				A	A	B+
	A			A	A	B+
				A	A	A
						A+
	A			A	A	B+
					A	S
	A				A	S
					A	A
					A	A
	S				S	A+
	A				A	A
						A
	A			A	A	A
			A	A	A	A

## Civilization Overview

The Bengalis have a fairly strong economy starting in mid-feudal age because their town centers spawn 2 free villagers when they reach the next age. This applies to all tcs, so if you have more than one (in the case of going up to imperial age), you will get 2 villagers per tc. With mahayana in the late game, you have extra population space which you can use for more villagers or military.

Their elephant units resist 25% of bonus damage and are more resistant to conversion. This especially helps their elephant archers.

Their unique unit, the ratha, can switch between melee and ranged mode which makes it function kind of like a knight-cavalry archer hybrid.

Bengalis monks have +3/+3 armor as a civilization bonus.

## Blacksmith



## Barracks



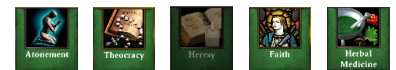
## Archery Range



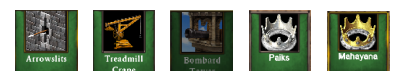
## Stable



## Monastery


































## Castle and University



# Berbers



						
	A+		A+	A+	A+	A+
	A	 	A	A	A	A
	A	    		A	A	B
	A+	  		A	A+	A+
	A	   			A	B+
	B+				B+	B
	A+	 			A+	S
	A	 				A+
			A	A	A	B+
			A	A	A	B+

## Civilization Overview

Berbers have 10% faster moving villagers, which makes them more efficient for the entire game.

They have a full blacksmith, which gives them the flexibility to do almost anything in the mid-game. Their tech tree pushes them towards cavalry and their unique camel archer in the late game though, as they lack arbalesters and halberdiers.

Maghrabi camels makes camel riders and camel archers passively regenerate hit points, which helps greatly in drawn-out battles.

Kasbah makes team castles, including your own, work 25% faster. Since it's a castle age technology, it can be researched on the way up to imperial age so you can produce trebuchets faster than your opponent.

### Blacksmith



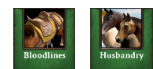
### Barracks



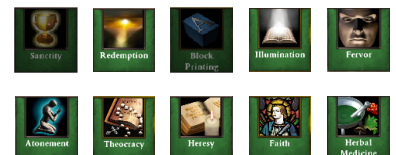
### Archery Range



### Stable



### Monastery



### Castle and University



# Bohemians



	A+		A	A	A+	A+
	A		A	A	A	A
				A	A+	A+
				A	A	B+
	A			A	A	A
					A+	A+
	B			B	B+	C+
					B+	C+
					A	B+
					A	A
	A				A	A
						S
	S				A+	S
					A	A
	A					A
				A	A	A
	A		A	A	A	A

## Civilization Overview

Bohemians have access to chemistry and hand cannoneers in castle age, making going crossbowman into hand cannons a tempting strategy.

Blacksmiths, monasteries, and universities cost 100 wood less.

Villagers benefit from sanctity and fervor, giving you another good reason to get a monastery in early castle age.

All mining camp upgrades are free, which if you're not careful, will make you float way too much gold in castle age.

Bohemians get hussite reforms, which makes everything that you can get in the monastery cost food instead of gold, including monks.

### Blacksmith



### Barracks



### Archery Range



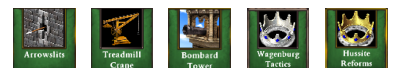
### Stable



### Monastery





























### Castle and University



# Britons



						
	A+		A+	A	A+	A
	A		A	A	A	A
			A	A	A	A
			S	S	S	
	A		A	A	A+	
				B	C+	
	B+		B	B+	B+	
				B+	B+	
				A	B+	
	A			A	A	
				A	A	
	B+			B	B+	
				B	S	
	A+				S	
			A	A	A+	
	A		A	A	A	

## Civilization Overview

Britons focus is on building archers throughout the game. Their +1 range in castle age and imperial age helps their archers take favourable fights against enemy archers, as well as pick off mangonels from a safe distance. In the late game, yeomen increases that range even further.

Their faster working archery ranges as well as cheap town centers allow them to attack with crossbows while expanding their economy in early castle age.

Having a full blacksmith and full upgrades on infantry gives the Britons fully upgraded generic champions and halberdiers to serve as a meat shield for their archers.

Warwolf gives trebuchets an area of effect attack which also has the side effect of making them 100% accurate, which makes Briton trebuchets excellent for taking out enemy trebuchets.

## Blacksmith



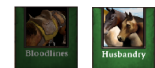
## Barracks



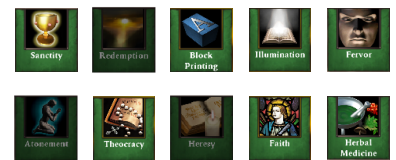
## Archery Range



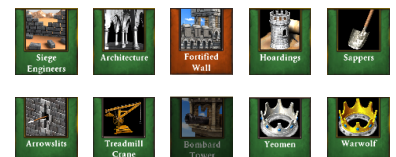
## Stable



## Monastery































## Castle and University



# Bulgarians



						
	A		A	A	A	A
	A	 	A	A+	A+	A+
	B+	  	A	A	A	B
	A+	 	A	A	S	A+
	A+	  	A	A	A+	A+
	B		B	B	B	B
	A	 	B	B	S	A
	A	 	A	A	A+	A+

## Civilization Overview

Bulgarians might not get champions, but the extra 5 melee armor from bagains makes their two-handed swordsmen even stronger.

The 50 stone discount on town centers helps slightly in castle age, especially if you've built a tower in feudal age.

Blacksmith and siege workshop food research costs are reduced by 50%, with blacksmiths working 80% faster. This means the Bulgarians can quickly and easily get the technologies required to produce their strong konniks.

Stirrups and full cavalry upgrades give Bulgarian hussars the highest damage per second out of any hussar in the game.

With access to the krepost, the Bulgarians can secure parts of the map better than most other civilizations.

### Blacksmith



### Barracks



### Archery Range



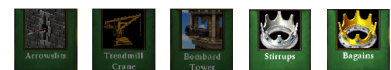
### Stable



### Monastery

































### Castle and University



# Burgundians



					
		A+	A+	A+	A+
					
					A+
		A	A	B+	B+
			A	A	A
			A	B	C
			A	A	B
				B	C
					A+
			A	B+	B+
				A	A
				A	B
				A	B
				A	C
					A
				A	B+
				A	A
					B+
			A	A	A
		A	A	A	A

## Civilization Overview

Burgundians can research economic upgrades one age earlier and at a 40% food discount.

Their gunpowder units do 25% more damage, but they lack siege engineers for bombard cannons.

With the flemish revolution tech, Burgundians can convert all of their villagers into flemish militia, which are like a champion/halberdier hybrid. This tech also enables them to train flemish militia from town centers.

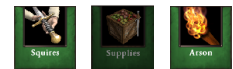
They lack bloodlines, but get other stable technologies at half price and can research cavalier in castle age.

Burgundian relics produce food at the same rate as gold.

### Blacksmith



### Barracks



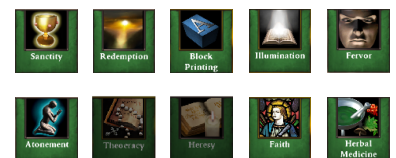
### Archery Range



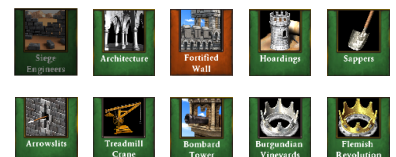
### Stable



### Monastery

































### Castle and University





# Burmese



						
	A		A	A	A	A
	A+	 	A	A+	A+	A+
	B	  		A	B	C
	A+	  		A	A	A+
	A	   			A	B+
	A+				A	A
	A	 				A
	A	 		A	A	B+

## Civilization Overview

Burmese get lumber upgrades for free. This can be a strong bonus as these upgrades are researched pretty much every game so it's always useful.

Infantry get +1 attack per age, which means that they have +3 for free in imperial age. This really helps their infantry in trash battles in the late game.

With howdah (+1/+1 armor), Burmese battle elephants become extremely tanky, especially against archers. Burmese have a civ bonus that also gives them +1/+1 armor for battle elephants.

Manipur cavalry gives +5 damage to archer for all stable units. This lets their hussars demolish arbalesters and cavalry archers to make up for the fact that Burmese lacks +2 armor for their skirmishers.

Monastery technologies are 50% cheaper.

### Blacksmith



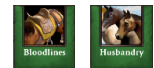
### Barracks



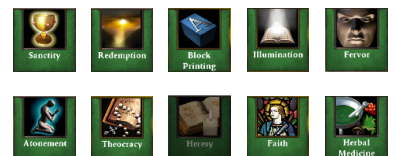
### Archery Range



### Stable



### Monastery























### Castle and University



# Byzantines



						
	A		A	A	A	A
	A+	 	A	A	A	B+
				A	A	A
	A	  			B	C+
				B	B	B
	B+	 			B+	B
					A	A
	B+	  			A	C
					A	A
	B+	 			B	A
				A+	A+	A+
	A+		A+	A+	A+	A+

## Civilization Overview

Byzantines lack any sort of economic bonus, but make up for it with their 25% cheaper spearmen, skirmishers, and camel riders.

Having free town watch and extra hit points on buildings helps them get to the late game where they can use their massive tech tree to its full potential.

Since their imperial age research is discounted by 33%, going for a fast imperial time for their fully upgraded arbalesters gives a small window of time where the Byzantine player can dominate.

Byzantine castles are notoriously difficult to take down since they have the highest hit points in the game with hoardings researched.

### Blacksmith



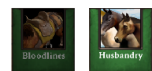
### Barracks



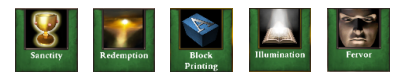
### Archery Range



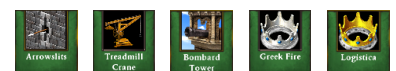
### Stable



### Monastery































### Castle and University



# Celts



						
	A+		A+	A+	A+	A
	A+		A	A+	A+	A+
				A+	A+	A+
	B			A	B+	C
				A	A	C+
						C+
	B			B	B	B
					B	C+
	X				S	S
					S	S
					S	S
	C+				B	C
	A+				A	S
						
	A			A	A	B
				A	A	A

## Civilization Overview

Celts have faster working lumberjacks from the start of the game. Since wood is used to construct buildings, including farms, having faster wood income means being able to start collecting food in the mid game earlier.

Their infantry move faster starting in feudal age, so their men-at-arms can be difficult to catch.

Though their cavalry is not great, Celts get the woad raider which moves nearly as fast. This gives them a great option for raiding in the late game.

Siege workshops work 20% faster and siege units fire 25% faster. Along with the faster collecting lumberjacks and furor celtica technology in imperial age, this makes Celtic siege some of the best in the game.

### Blacksmith



### Barracks



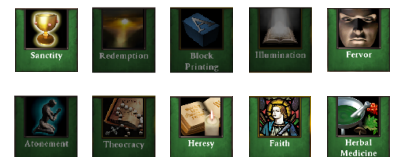
### Archery Range



### Stable



### Monastery
































### Castle and University



# Chinese



						
	A		A+	A	A	A
	A	 	A	A	B+	B+
	A	  		A	A	A
	A	  		A	A	B+
	A	  			A	B
	B+				B	B+
	A	 			A	S B+
	A	 		A	A+	A+
			A	A	A+	A

## Civilization Overview

Chinese start with 3 extra villagers, -200 food, and -50 wood. This results in about a 2 villager lead from the beginning of the game.

They also have incrementally cheaper technologies depending on the current age they are in. This helps afford economic as well as military upgrades. Their completely full blacksmith allows them to tech into almost any unit comfortably as well.

With their unique tech, great wall, Chinese walls and towers can hold critical positions for longer. They lack hoardings though, so their castles are not fully upgraded.

Rocketry gives +2 attack to chu ko nu and +4 attack to scorpions, which really helps them take down high pierce armor targets.

### Blacksmith



### Barracks



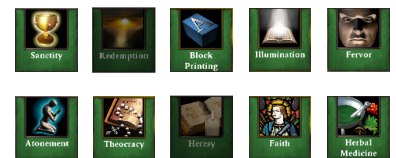
### Archery Range



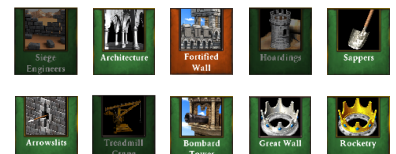
### Stable



### Monastery



### Castle and University



# Cumans



	A+		A	S	A+	A
	A		A	A	B+	B+
			A	A	A	A
			A	A	A	C
	B+		A	A	A	B
				A	A	A
			A+	A	A	S
				A	A+	A+
	A			A	A	B+
				A	A+	A+
			S	S	S	B+
	A			A	A	B+
				A	A	C
	B			B	B	C+
				A	A	A+
	A					B+
			A	C	C	C-
	B		A+	A	B	B

## Civilization Overview

Cumans are able to build a second town center in feudal age. This means that if they can delay the opponent getting to castle age, they will likely build up a substantial economic advantage.

They are also the only civilization to have access to the battering ram in feudal age, and capped ram in castle age.

Cumans get +50% hit points on their palisade walls, but don't get access to stone walls. This helps for defending in the early game, but leaves them open in the late game.

With faster moving cavalry in feudal and imperial age, they can more easily run from bad fights. This also can be used to force the enemy to engage before they are ready.

In the late game, the ultimate Cuman army consists mostly of cavalry, as they are lacking bracer and arbalester.

### Blacksmith



### Barracks



### Archery Range



### Stable



### Monastery



### Castle and University



# Dravidians



	A		A	A+	A	A
	A+		A	A+	A+	S
				A	A+	S
	A+			A	A	A
				A+	A+	A+
					A+	A+
						A
	B			A	B	C+
					B	C
	A				A	A+
					A	B+
					A	B+
	B			B	B	B
	A			A	A	S
						B+
	A			A	A	A
			A	A	A	B+

## Civilization Overview

The Dravidians receive 200 wood when reaching the next age. Along with getting 50% off barracks techs, their skirmishers and elephant archers fire 25% faster.

The Dravidian stable is the worst in the game since neither bloodlines nor husbandry is available, and only light cavalry and battle elephants can be created. Wootz steel allows infantry and cavalry to ignore armor, so Dravidian light cavalry could be situationally useful because of this.

The unique urumi swordsman has a charged attack that does extra damage and then goes on cooldown. It also does a bit of splash damage to hit multiple targets.

### Blacksmith



### Barracks



### Archery Range



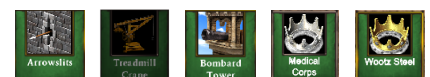
### Stable



### Monastery





























### Castle and University



# Ethiopians



						
	A		A	A	A	A
	A		A	A+	A	B
				A	A+	A
	A			A+	A+	A+
				A	A	A
					B+	B
				B	B	B
	B			B+	C+	
				B+	B	
					A	A+
	A+			A	S	
				A	S	
						A+
	B			B	B	
	A			A	A	
						A
	A			A	A	B+
			A	A	A	B+

## Civilization Overview

Ethiopians get +100 food and +100 gold when reaching the next age. This helps them afford what they are going for at the start of each age.

Their archers also 18% fire faster, making them the best archers in feudal age. With the free pikeman upgrade, building spearmen to support crossbowmen when up against a cavalry civilization is common.

In the imperial age, torsion engines makes Ethiopians siege extremely powerful, especially their onagers and scorpions.

Since they lack champions and have weak cavalry, they have to use halberdiers or shotel warriors as a meatshield in the late game.

### Blacksmith



### Barracks



### Archery Range



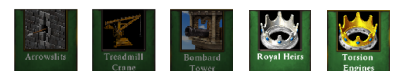
### Stable



### Monastery

































### Castle and University



# Franks



						
	A+		A+	A+	A+	A
	A		A+	A+	A	A
				A	A	A
				A	B+	C
	B+			A	A	C+
					B	C+
						A
	A+			A+	A	A
					A+	S
					A	B+
	A				A	A
					A	A
						A
	B+				B	B+
	B+				B	A
						A
	A			A	A	B
			A	A	A+	S

## Civilization Overview

Franks get faster collecting foragers, which gives them a strong early game, no matter what strategy is chosen.

They get farm upgrades at no cost as well. Free heavy plow not only saves resources, the upgrade is applied instantly upon reaching castle age, so farmers get +1 carry capacity right away.

Franks get 20% more hit points on their cavalry, which gives them an edge in early feudal age scout wars, as well as in the late game on their cavalier and paladins. This does result in weaker than normal light cavalry as the +20 hit points from bloodlines is better for them.

Having castles discounted by 25%, which works out to 488 stone, gives Franks a very strong option for taking map control in the mid and late game, especially since they get architecture and hoardings.

## Blacksmith



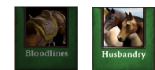
## Barracks



## Archery Range



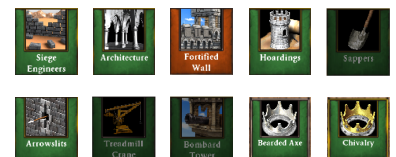
## Stable



## Monastery



## Castle and University





# Goths



	A		A	A	A
	X		S	S	S
			S	S	S
			A	B+	B
	B+		A	A	A
				B	C+
					A
	B+		A	A	B+
				A	B
				A	B
	B+			A	B
				A	B
					B
	B			B	C+
	A			A	S
					B+
	B			A	B
			A	B	B

## Civilization Overview

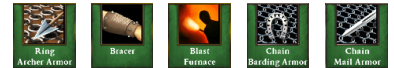
Goths are good at one thing, and that's infantry. They get a discount on infantry which increases in each age, 20% faster producing barracks, a free attack bonus for infantry against buildings which becomes 1 damage better than arson in imperial age, the anarchy technology which allows huskarls to be trained at the barracks at a faster rate than the castle, and the perfusion technology that makes barracks work 100% faster. This is balanced out by the fact that they're missing the final armor upgrade for infantry.

Goths can choose to go for a 6 militia super drush or go for a normal 3 militia drush and spend 50 gold on loom, which researches instantly.

They get +10 population space in imperial age.

The huskarl has 6 pierce armor in castle age, which makes them take 1 damage from fully upgraded crossbowmen, without even having to research any armor upgrades.

### Blacksmith



### Barracks



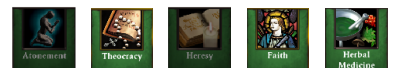
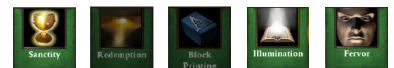
### Archery Range



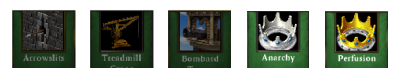
### Stable



### Monastery













### Castle and University



# Gurjaras



					
	A+		A+	A+	A
	B		A	B	C+
			A	C-	C-
	A		A	A	B
			A	A	B
				A	A+
					A
				A	A
	A+			A+	A+
			A+	A+	S
				S	S
	A			A	B
				A	B
					B
				A	B
	A			A	A
					B+
	A		A	A	B+
			A	A	A

## Civilization Overview

Gurjaras have two economic bonuses that work together in the early game. They start with 2 forage bushes, and can garrison herdables in mills to generate a trickle of food.

Gurjaras mounted units deal 40% extra bonus damage. The effects of this are most easily seen with their camel riders and siege elephants. Frontier guards gives elephant archers and camel riders +4 melee armor.

With kshatriyas, all military units cost 25% less food. This is a huge savings and makes their hussars (which only lack blast furnace) cost only 60 food.

Their unique chakram thrower is a mid-ranged infantry unit that has a projectile that does pass through damage like scorpions.

The Gurjaras start the game with a camel scout which automatically gains some stats when reaching feudal and castle age. They can also make camel scouts from the stable in feudal age at the same cost as camel riders in castle age.

### Blacksmith



### Barracks



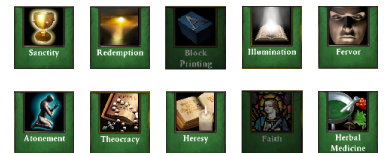
### Archery Range



### Stable



### Monastery

































### Castle and University



# Hindustanis



						
	S		A+	A+	S	S
	A		A	A	A	B+
				A	A	B+
				A	A	B
	A			A	A	A
					A	B+
						S
				A+	A	A
	A+				A+	S
					A	A
	A				A	A
					A	B
						A+
					A	A
	A					
	A				A	A+
						A
	B+			A	A	C+
			A	A	A	B+

## Civilization Overview

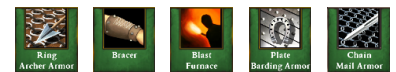
Hindustanis villagers have their resource cost progressively reduced each age, which gives them extra food for scouts, which is the main strategy of choice for them in feudal age.

Their camel riders attack 25% faster and they have access to the imperial camel rider. Hindustanis camels better fill the role of knights which they lack than other civs' camels.

The ghulam is similar to the eagle warrior except that it has a passthrough attack which helps it even more against archers.

Hand cannoners and bombard cannons get +1/+1 armor. This helps bombard cannons especially since it makes fully upgraded elite skirmishers do 1 instead of 2 damage to them.

### Blacksmith



### Barracks



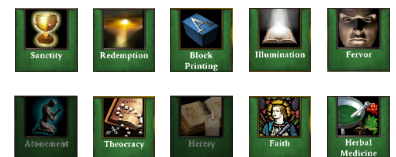
### Archery Range



### Stable



### Monastery































### Castle and University



# Huns



						
	A		A	A	A	A
	B+		A	A	B+	C
				A	A	B+
	A			A	A	C+
				A	A	B
					S	S
	A+		A+	A+	A+	
					A+	A+
	B+			A	A	
				A	C	
				A	C	
	B			B	C+	
	A			B	A	
					A+	
	B			A	B	C
			B+	B+	B+	C+

## Civilization Overview

Huns start with -100 wood, but they don't need houses for the entire game. This saves a lot of wood and villager time throughout the game, but can lead to having weaker walls than usual.

They get a 10% discount on cavalry archers in castle age and a 20% discount in imperial age.

Their stables also work 20% faster. In combination with the no houses bonus, this makes the Huns knights rush straightforward and powerful. Of course, they can also open cavalry archers due to the discount.

Huns trebuchets get a 30% accuracy bonus which really helps in early imperial age trebuchet battles.

## Blacksmith



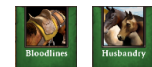
## Barracks



## Archery Range



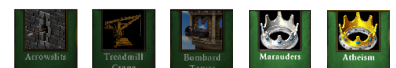
## Stable



## Monastery





























## Castle and University



# Incas



						
	A+		A	A	A+	A+
			A+	A	A	A
	A			A	A	A
				A	A	A+
				A	A	A
	A			A	A	A+
				A	A	A+
				A	A	A
	A			A	A	A
				A	A	A
	A			B+	A	A
				B	A+	A+
	A					A
				A+	A+	A+
	A+		A	A+	A+	A

## Civilization Overview

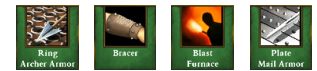
Incas start the game with a free llama and their houses provide 10 population. This gives them extra resources to work with in the early game, which helps an early drush. Their buildings also cost 15% less stone, which helps tower rushing.

Their villagers also benefit from blacksmith upgrades starting in castle age.

The slinger gives the Incas a great anti-infantry option, since American civilizations don't have access to hand cannoneers.

The Incan army is pretty straightforward. They have eagle warriors or skirmishers against archers, halberdiers or kamayuks versus cavalry, and slingers or champions versus infantry. Both of the Incas unique units as well as eagle warriors benefit from the extra armor provided by fabric shields, so in post-imperial age, the Incan army can be difficult to stop.

## Blacksmith



## Barracks



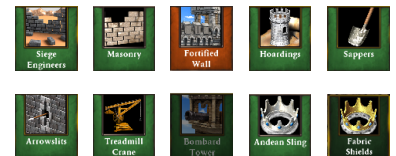
## Archery Range



## Monastery



## Castle and University



# Italians



	A		A	A	A
			A	A	A
	A		A	A	B
					A
			A	A+	A+
	A		A	A	A
				A	C
					A+
			A	A	A
	A			A	A
				A	B
				A	B
	B+			A	C
					A
	A			A	A
				A+	A+
	A				B+
			A	A	A
	A		A	A	A

## Civilization Overview

Italians advance to the next age at a 15% discount. Other than this, they don't get any other bonus that helps them until the late game.

Though they lack bonuses, their tech tree is completely open until imperial age. This gives them the versatility to go for any unit in the mid game.

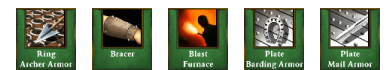
Hand cannoners and bombard cannons are 20% cheaper.

Since Italians lack halberdiers, their counter to cavalry is the genoese crossbowman. They have full upgrades for building defenses, as well as cheap bombard cannons, so they can more easily hold the castles needed to produce genoese crossbowmen.

They also have access to the condottiero. This unit gives the Italians an option for an early imperial age infantry unit without needing to tech into champion.

With pavise, Italian archers, genoese crossbowmen, and condottiero gain 1 melee and 1 pierce armor.

## Blacksmith



## Barracks



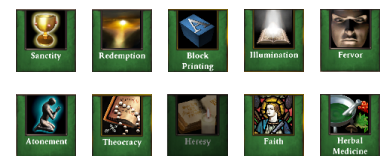
## Archery Range



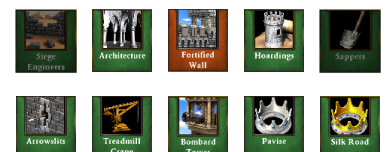
## Stable



## Monastery































## Castle and University



# Japanese



						
	A		A	A	A	A
	A+		A	A+	A+	S
				S	S	S
	A			A	A	A
				A	A	A
					A	A
						A
				A	A	B
	B+			A		B
					A	B+
	A			A		A
				A		A
					A	
	A			B		A
						S
	A			A	A+	A+
			A	A	A	B+

## Civilization Overview

Japanese get 50% cheaper mills, lumber camps, and mining camps. This allows them to save wood for other buildings, as well as place more resource drop off points to increase efficiency.

Their infantry attack 33% faster starting in feudal age, which makes their man-at-arms rush exceptionally strong.

Though they are classified as an infantry civilization, they get everything fully upgraded in the archery range as well as the barracks.

Since the samurai is only situationally used to counter trash, unique units, and infantry, it's sometimes better to take map control with Japanese yasama towers instead of castles.

### Blacksmith



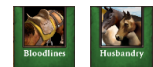
### Barracks



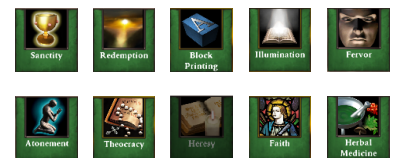
### Archery Range



### Stable



### Monastery



### Castle and University



# Khmer



			I	II	III	IV	
	A+		A+	A+	A+	A+	
	B+		A	A	B	C	
				A	B+	B	
	B+			A	B+	B+	
				A	A	A	
						B	B
							A
					A	A	A
	A+				A	A	
					S	S	
	A+				A	A	
					A	A	
					A+	S	
	B+				B+	B	
	B+				B+	B+	
						A	
	A			A	A	B+	
			A	A	A	A	

## Civilization Overview

Khmer farmers don't have to drop off food. The food goes directly into the stockpile when it is collected.

Their villagers can also garrison inside houses, which prevents them from being attacked by enemies. They don't regenerate hit points inside houses though.

One major bonus for Khmer is that they don't require prerequisite buildings to build any building or advance to the next age. This allows them to click to castle age as soon as they reach feudal age provided they have the resources to do so.

Khmer battle elephants move 10% faster and with the tusk swords, do 3 extra damage.

They also have +1 range on scorpions. Their scorpions and battle elephants fire two projectiles after double crossbow is researched.

### Blacksmith



### Barracks



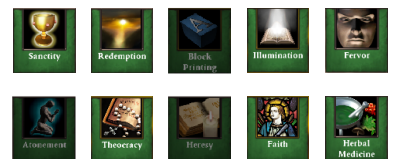
### Archery Range



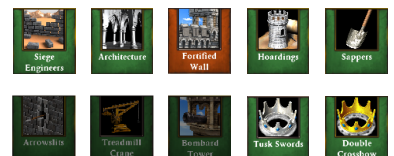
### Stable



### Monastery






### Castle and University





# Koreans



						
	A		A	A	A	A
	A		A	A	A	B+
			A+	A+	A	
			A+	A+	A+	
	A		A+	A+	A+	
				A	B	
					A	
	B		B	B	B	
				B	C+	
				A	B+	
	A			A	S	
				A	B	
					A	
	C+			C+	C+	
	A			B+	A+	
					A	
	A+		A	S	S	
			A	A	A	A

## Civilization Overview

The only economic bonus that Koreans get is 20% faster stone miners. This, in addition to their villagers having +3 line of sight, makes tower rush a common strategy.

All units except siege have their wood cost reduced by 20%. Koreans also get archer armor upgrades for free. This makes opening with elite skirmisher against enemy crossbowmen a tempting choice instead of defending with siege.

Guard tower and keep upgrades are free. Once eupseong and bodkin arrow is researched, guard towers have 12 range in castle age. This is the same range as bombard cannons. In imperial age, once bracer is researched, Korean keeps have the same range as bombard cannons with siege engineers at 13.

Shinkichon gives an extra range to the mangonel line, bringing onagers and siege onagers to 10 range with siege engineers.

## Blacksmith



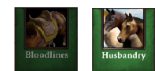
## Barracks



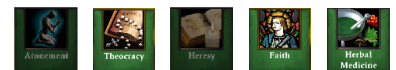
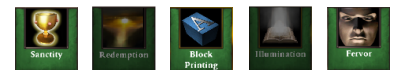
## Archery Range



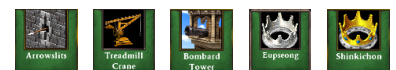
## Stable



## Monastery



## Castle and University



# Lithuanians



	A		A	A	A
	A		A	B+	B
			A+	A+	A+
			A	A	B
	A		A+	A+	S
				A	B+
					A
	A		A	A	A
				A+	A+
				A	B
				A	B
	B+			A	C
					B
	A+			A+	A+
				A+	A+
	A+				A
	A		A	A	B+
			A	A+	A

## Civilization Overview

Lithuanians start with an extra 150 food. This means that functionally, the first 3 villagers that are created have no resource cost. This allows for unusual openings such as instant barracks or lumber camp.

Their spearmen and skirmishers move 10% faster. Because of this, Lithuanian skirmishers are more effective at chasing down enemy crossbowmen.

Each relic that is garrisoned in a monastery gives knights and leitis +1 attack up to a maximum of 4 extra attack. Even getting 2 relics gives Lithuanian knights a huge advantage versus generic knights.

In the imperial age, tower shields can be researched to bring skirmishers up to 10 pierce armor, which means they take only 1 damage from arbalests and even stronger unique archers such as the rattan archer.

Lithuanians 20% faster working monasteries, which significantly reduces the creation time of monks. They also have access to every monastery technology.

### Blacksmith



### Barracks



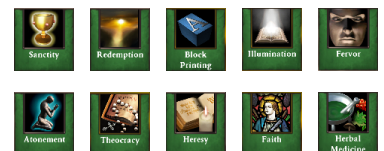
### Archery Range



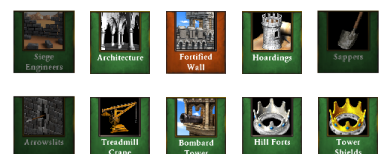
### Stable



### Monastery





























### Castle and University



# Magyars



						
	A		A	A	A	A
	B+		A	A	B+	B
				A	B+	B
	A			A	A	A
				A	A	A
					A	S
	A+		A+	A+	A+	
			A	A	A	
	A			A	B+	
				A	A	
					A	A
	B			B	B	
	A			B	S	
						A
	B+			A	A	C+
			A	A	A	B+

## Civilization Overview

Magyars get melee attack upgrades for free as soon as they reach the next age. Along with their 15% cheaper scout cavalry, this encourages them to go for a scout opening. Their foot archers also have +2 line of sight, which helps when finding targets to attack and avoiding enemy skirmishers and siege.

Magyars don't have an economic bonus, so getting to the late game can be difficult. Once there, they can build magyar huszars which only cost food and cavalry archers with extra range. Once they reach this composition, Magyars are very difficult to defeat unless the opponent has a useful unique unit such as the genoese crossbowman.

Their paladins and arbalesters are fully upgraded, they just don't have any bonuses for them.

Magyar halberdiers should probably only be built if up against a strong camel civilization and even then, cavalry archers with micro can deal with camels a lot of the time.

### Blacksmith



### Barracks



### Archery Range



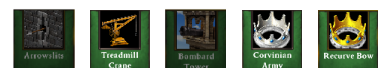
### Stable



### Monastery

































### Castle and University



# Malay



						
	A+		A	A+	A+	A
	A		A	A	A	S
				A	A	A
	B+			A	A	A
				A	A	A
					B	C
	B			B	C+	C
					C+	C
					A+	A+
	A				A	B+
					A	A
					A	A
						A
	A			A	A	A
	A			A	A	A
						A
	B+			A	A	B
			A	A	A	B

## Civilization Overview

Malay advance to the next age 66% faster. This reduces the up time to feudal age from 130 seconds to 78. Saving 52 seconds gives them the option to go up to the next age earlier, or get two extra villagers in dark age before clicking up.

Their battle elephants are 30% cheaper in castle age and 40% cheaper in imperial age, which makes their total resource cost less than their knights. This affordability is balanced by Malay not having access to chain barding armor.

In the late game, Malay get forced levy two-handed swordsmen which only cost food. All generic trash units lose against them with equal resource costs, so once Malay is in post-imperial age, they are difficult to stop.

Their arbalesters are fully upgraded, so they are an excellent option to open with in imperial age.

## Blacksmith



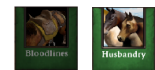
## Barracks



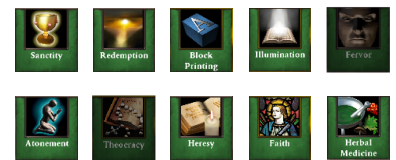
## Archery Range



## Stable



## Monastery


































## Castle and University



# Maliens



						
	A		A	A	A	A
	A+		A+	A+	A+	A+
			A+	A+	B+	
	B+		A	A	B	
			A	A	B+	
			A	A	C+	
			A	A	A	
	A		A	A	A+	
			A	A	A+	
			A	A	A+	
	B+		A	A	B	
			A	A	B+	
			A	A	C	
			A	A	B	
	A		A	A	B+	
	A		A	A	A	
	A		A	A	B+	
			A	A	B+	
			A	A	A	A

## Civilization Overview

Maliens construct all buildings at a 15% wood discount, except farms. This helps them make farms earlier as they are saving wood on houses, resource drop off buildings, and military buildings.

They get 30% longer lasting gold mines, which helps them to produce gold units for much longer.

Their barracks units have +1 pierce armor when reaching feudal, castle, and imperial age, for a total of 3 in imperial age. Because of this, Malian champions can fill a similar role to the huskarl since they end up with 8 pierce armor.

Farimba gives all cavalry +5 attack, so even though they lack paladin, Malian cavaliers can still be a viable unit, especially against targets that deal melee damage. Maliens lack blast furnace, so the bonus ends up being 3 more than generic.

### Blacksmith



### Barracks



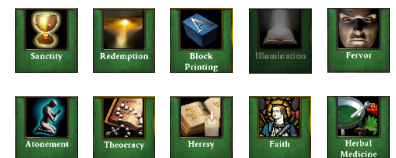
### Archery Range



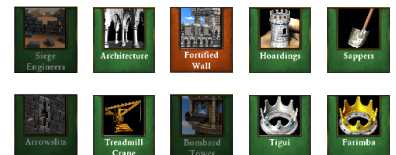
### Stable



### Monastery



### Castle and University



# Mayans



						
	A		A	A	A	A
			A	A	B+	C+
	A			A	A	A
				A	A	S
	A+		A+	A+	A+	
			A	A	A+	
				A	A	
	A			A	B	
				A	B+	
	B+			B+	B	
				A+	S	
	A+				B+	
			A	A	B+	
	A		A+	A+	A+	A+

## Civilization Overview

Mayans start with an extra villager, but 50 less food. This means they research loom at the start of the game, since they start housed. Once the opponent researches loom, the Mayan player will be ahead by 1 villager.

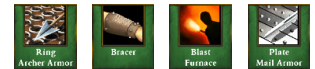
Their resources last 15% longer, which gives them more food to work with early on, and gives them more total gold throughout the game.

Archers are the core of the Mayan army since they are discounted 10% in feudal age, 20% in castle age, and 30% in imperial age.

Building walls and gates is more affordable since they are 50% cheaper. This makes palisade walls 1 wood, and stone walls 3 stone since it rounds up.

El dorado elite eagle warriors have 100 hit points, which means that if the opponent doesn't have a good counter to them, they will have a very difficult time versus Mayans in the late game.

## Blacksmith



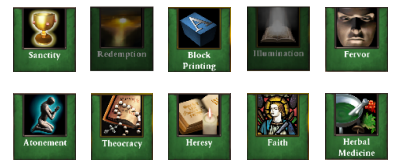
## Barracks



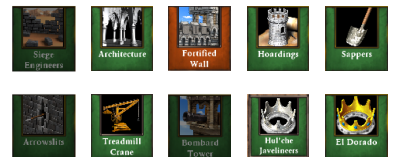
## Archery Range



## Monastery

































## Castle and University



# Mongols



					
	A		A+	A	A
	B+		A	A	B+
				A	B
				A	B+
	A		A	A	B
				A+	A+
			A	A+	A+
	A			A	B
				A	B+
				A+	A
				A	S
	A+			A	A+
				A	A+
	C+			C+	C
				A	S
	A+				A
				A	C+
	B+		A	A	B+

## Civilization Overview

Mongols have 40% faster working hunters, which gives them extra food to work with in the early game. This helps them go for an extremely fast scout rush. Once the hunt runs out, they have no other economic bonus.

Their cavalry archers fire 25% faster. This helps them in the castle age, but in imperial age, transitioning to their unique mangudai is preferred.

Light cavalry, hussars, and steppe lancers get 30% more hit points. Mongol hussars become the strongest hussars when fighting melee units, though they are missing plate barding armor so ranged units are still effective against them.

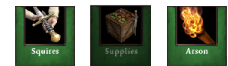
Drill makes all siege workshop units move 50% faster, which helps with dodging shots in onager battles, and helps rams close the distance faster so they can actually do damage.

Mongols are difficult to defeat in the imperial age since their mangudai have a damage bonus against siege, making rams ineffective.

### Blacksmith



### Barracks



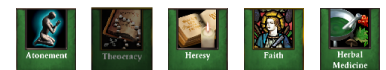
### Archery Range



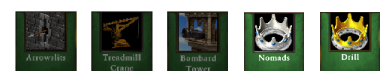
### Stable



### Monastery



### Castle and University



# Persians



						
	A+		A	A+	A+	
	B+		A	A	C	
				A	A	
				A	A	A+
	A			A	A	
					A	
						A
				A	A	A
	A			A+	A+	
					A	
					A	A
					A	B
					A	B+
	B+				B	
					C	C+
	C+					
	B			C	B	
						B+
	B+			A	A	
			A	A	A	C

## Civilization Overview

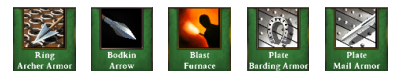
Persians start the game with an extra 50 food and 50 wood. This gives them a smoother dark age and even allows them to crush before building the lumber camp.

Their town centers also 10% faster in feudal age, 15% faster in castle age, and 20% faster in imperial age.

Persian knights do an extra 2 damage to archers. This includes skirmishers, cavalry archers, hand cannoneers, and unique archers.

With kamadaran, Persians have access to crossbowmen that only cost wood. Even though they are missing bracer and arbalester, Persian crossbows do very well against infantry in the late game.

### Blacksmith



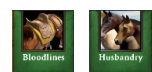
### Barracks



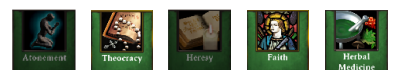
### Archery Range



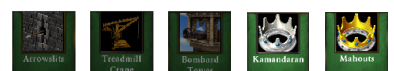
### Stable



### Monastery



### Castle and University





# Poles



	S		A+	A+	S	S
	A		A	A	A	A
				A	B+	B
	B+			A	A	B+
				A	A	B
					A	B
	A+		A+	A+		A
					A	S
	B+				A	A
					A	B+
					A	C
						A
	B+				B+	B+
	A+				A+	A+
						A
	A			A+	A	A
			A	A	A	B+

## Civilization Overview

Poles villagers regenerate hp which helps to never have a weak villager at berries or a woodline in the early-mid game.

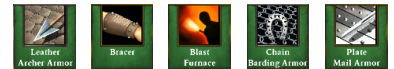
Their mill is replaced by the folwark. When placing a farm near a folwark, 10% of the farm's maximum food is instantly deposited into the stockpile. The folwark also provides 5 population space, though it costs 125 wood.

Stone miners generate gold, which means that going to stone earlier can give you enough gold for castle age without having to mine it.

With szlachta privileges, knights cost 60% less gold, putting them at 30 gold per unit. This is balanced by the fact that they lack the final armor upgrade.

Each time an obuch attacks, it reduces its target's armor stats by 1 until the armor is at 0. If a unit is healed to full health, they can recover their armor.

## Blacksmith



## Barracks



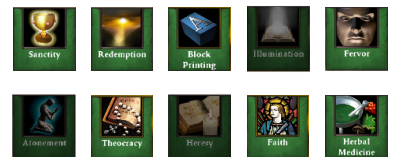
## Archery Range



## Stable



## Monastery



## Castle and University



# Portuguese



						
	A		A	A	A	A
	B+		A	A	B+	B+
				A	B+	B+
	A			A+	A+	A+
				A	A	A
					A+	C+
						S
	A			A	A	B+
					A+	A+
	A				A	B+
					A+	A+
					A	B
						S
	A+			A+	A	
	A+			A	A+	
					A+	
	A			A	A	B+
			A	A	A	B+

## Civilization Overview

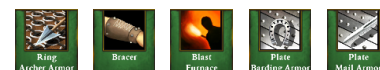
All Portuguese units cost 20% less gold. Their technologies also research 30% faster, exclude age upgrades. This helps them economically, especially when researching wheelbarrow as it only takes around two villagers worth of time to research instead of the usual 3.

They get a full blacksmith, with access to champion, arbalester, and cavalier. Along with the 20% gold discount, the Portuguese have many options throughout the game.

With arquebus, organ guns and hand cannoners miss less of their shots, as they hit moving targets with a similar effect to ballistics. This also helps bombard cannons pick off onagers that are moving forward.

In the very late game, the Portuguese can build feitorias which can give them gold and stone income when there's none left on the map.

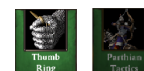
## Blacksmith



## Barracks



## Archery Range



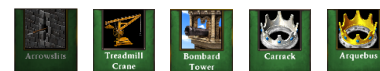
## Stable



## Monastery



## Castle and University



# Saracens



	A		A	A	A	A
	A		A	A	A	A
				A	A	B
				A+	A+	A+
	A			A	A	A
					A	A
						A
				A	A	A
	A				A	C+
					A+	A+
					A	A
	A				A	A
					A	B
						A
	A+				A+	A+
					A	S
	A+					A
				A	A	A
	A		A	A	A	B+

## Civilization Overview

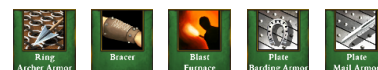
Saracens only economic bonus is that they reduce the market commodity trading fee to 5%. This means that from the start of the game, they can buy 100 food or wood for 105 gold, and sell 100 of it for 95 gold. Along with their market only costing 75 wood, the Saracens can balance their economy to favor gold collection and use the market to buy what they need.

Their archers and skirmishers have +2 attack versus buildings. This lets them break through palisade walls in the feudal age very quickly.

Saracens have a full blacksmith and monastery, as well as siege engineers, which allow them to be played in many different ways.

Their camel riders have +10 hit points and with zealotry, they get +20 hit points, which make them the Saracen anti-cavalry unit from the castle age to late game as they lack halberdier.

### Blacksmith



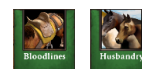
### Barracks



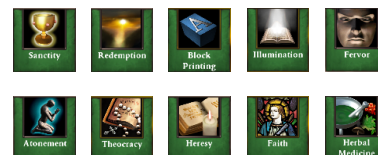
### Archery Range



### Stable



### Monastery



### Castle and University



# Sicilians



	A		A	A	A	A
	A		A	A	A	A
				A	A	A
				A+	B+	B
	B+			A	A	B
					B	C
	A+			A+	A	A
					A+	S
					A	A
	A				A	A
					A	A
	B				B	C+
					A	A
	A					A
	B+			C+	A	A
	A			A	A	A
			A	A	A+	A+

## Civilization Overview

Sicilian land military units take 33% reduced bonus damage from incoming attacks. This greatly increases the performance of their knights versus pikemen.

They also get double the food increase on farms from farm upgrades. For example heavy plow gives 250 food instead of the usual 125. The carry capacity is still just increased by 1 though.

The Sicilian unique unit is the serjeant; a slow moving infantry unit with high melee and pierce armor that can also build donjons. Donjons are like a watch tower that can train more serjeants. This means that Sicilians have access to their unique unit in the feudal age.

Sicilian castles and town centers can be built 100% faster, meaning a faster boom or more deadly castle drops.

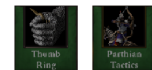
### Blacksmith



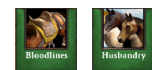
### Barracks



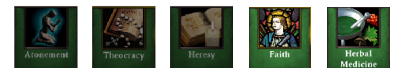
### Archery Range



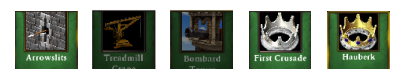
### Stable



### Monastery































### Castle and University



# Slavs



						
	A+		A	A+	A+	A+
	A+		A	A	A+	S
				A	A	S
	B			A	B+	C
				A	A	B
						B
	A			A	A	A
					A	A
	A+				A+	A+
					A+	A+
					A+	A+
	A+				A+	A+
	B+				B	A
						A
	A			A	A	A
			A	A	A	A+

## Civilization Overview

Slav farmers work 10% faster. This means that for every 10 villagers that are farming, Slavs get 11 villager's worth of food.

Slavs also get supplies for free, so they can more easily add infantry if they need to. One common situation is to add long swordsmen is against eagle warriors

Their siege workshop units are discounted by 15% which really pushes them towards a siege and halberdier unit composition.

Military buildings provide an extra 5 population space. This is like getting a free house, which is worth 25 wood plus the villager build time. You can think of this as roughly a 35-40 wood discount on military buildings.

Druzhina gives all infantry an area of effect attack. This makes their champions and halberdiers powerful in large-scale battles.

With detinets, Slavs can have many more castles than other civs to protect their economy and control the map.

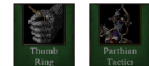
### Blacksmith



### Barracks



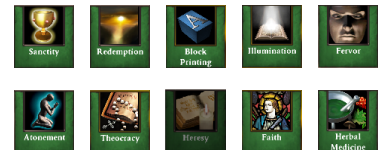
### Archery Range



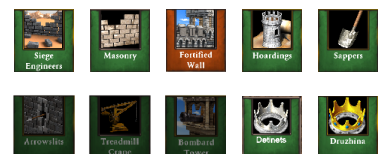
### Stable



### Monastery


































### Castle and University



# Spanish



							
	A+		A	A	A	<b>S</b>	
	A		A	A	A	A	
				A	A	A	
	B+			A	<b>C+</b>	<b>C</b>	
				A	A	A	
					A		B+
							<b>A+</b>
	A			A	A	A	
				A	A	A	
	B+				A	A	
					A	B	
					A	<b>C</b>	
							B
	X				<b>S</b>	<b>S</b>	
					<b>S</b>	<b>S</b>	
	A				<b>S</b>	A	
							B+
	A+			<b>A+</b>	<b>A+</b>	<b>A+</b>	
			<b>A+</b>	<b>A+</b>	<b>A+</b>	<b>A+</b>	

## Civilization Overview

Spanish villagers build 20% faster from the start of the game. They also have access to supremacy and sappers, so in the late game, they can use villagers to replace siege units when gold needs to be spent elsewhere.

In addition to having access to all technologies at the blacksmith, the technologies also cost no gold.

The conquistador is arguably the best unique unit in castle age as it has a great combination of mobility, damage output, and range.

Spanish get a full monastery, with access to the missionary as well as the inquisition technology, which reduces the time required to make a successful conversion.

Though they don't have any unique bonuses for them, Spanish have access to fully upgraded, paladins, halberdiers, elite skirmishers, and hussars.

### Blacksmith



### Barracks



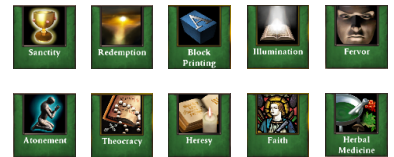
### Archery Range



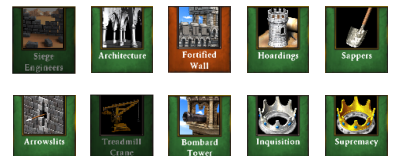
### Stable



### Monastery























### Castle and University



# Tatars



					
	A		A	A	A
	B	 	A	A	C
	A	   	A	A	A
	A	   	A	A	A+
	A	  	A	A	A
	B	 	A	B	B
	A	 	A	A	S
	B+	 	A	A	C+

## Civilization Overview

Tatars collect 50% more food from herdable animals, which gives them 400-450 more food in the dark age. They also spawn two more per new town center constructed.

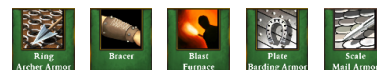
Tatars benefit from a 25% damage increase when attacking from higher elevation on top of the 25% bonus that all civilizations get.

In castle age, thumb ring is free. This helps crossbowmen as well as cavalry archers. In imperial age, they get parthian tactics for free.

Timurid siegecraft gives trebuchets +2 range. Along with siege engineers, Tatar trebuchets have 19 range. Timurid siegecraft also allows for the production of flaming camels, which are made from the castle.

The silk armor technology increases the scout cavalry line, steppe lancers, and cavalry archers melee and pierce armor by 1.

### Blacksmith



### Barracks



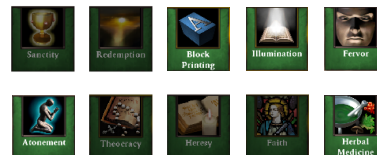
### Archery Range



### Stable



### Monastery























### Castle and University



# Teutons



							
	A+		A	A+	A+	A+	
	A+		A	A	A+	A+	
				A	A+	A+	
	B			A	B+	C	
				A	A	B+	
						C	C
							A
			A		A	B+	B
	A				A	A+	
					A	A	
	A+				A	S	
					A	S	
							S
			A+			A+	A+
	B+				B	B	
						A+	
	A			A+	A+	A	
			A	A	A	A	

## Civilization Overview

Teuton farms are discounted by 40%, bringing them down to 36 wood. This gives them the ability to create farms earlier than most other civilizations, which can lead to faster castle and imperial age times.

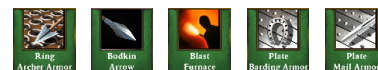
Towers garrison twice as many units, giving the Teuton player strong towers, especially when used defensively.

All Teuton units have conversion resistance, which especially helps their knights since they also lack husbandry. It can also help in the late game for their onagers against block printing monks.

Teuton monks have double the healing range.

Barracks and stable units receive 1 extra melee armor in the castle and imperial age. With ironclad, siege weapons gain +4 melee armor, which helps immensely in the late game against cavalry trying to pick off siege.

### Blacksmith



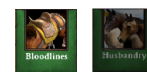
### Barracks



### Archery Range



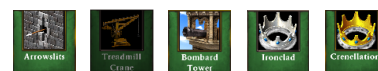
### Stable



### Monastery


































### Castle and University





# Turks



							
	A		A	A	A	A	
	B+		A	A	A	A	
				A	C	C	
				A	A	B	
	B+			A	C	C	
					A	S	
							S
				A+	A+	A+	
			A			A	A
	A				A	A	
					A	A	
					A	C	
					A	B+	
	A					S	
			B+		A	B	
	B+				A+	A+	
						B+	
	A			A	A	A	
	A		A	A	A	A	

## Civilization Overview

Turks get the light cavalry and hussar upgrades for free. They also get +1 pierce armor on the scout line. This gives them scouts which take 1 damage from fletching archers in feudal age once scale barding armor is researched.

Turkish gold miners work 20% faster, which really helps them since their skirmisher and spearman line is so weak that they rely heavily on gold units.

Turks get chemistry for free when arriving to the imperial age. Their gunpowder units also have 25% more hit points and are created 20% faster and while they lack siege engineers, they get artillery which increases the range of bombard cannons by 2.

To pair with their hussars, Turks get very strong cavalry archers because of their unique technology, sipahi, which increases cavalry archer hit points by 20, giving them 100 total.

### Blacksmith



### Barracks



### Archery Range



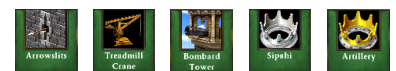
### Stable



### Monastery








### Castle and University



# Vietnamese



						
	A		A	A	A	A
	A	 	A	A	A	B+
	A+	   	A+	A+	A+	B+
	A	     	A	A	A	B+
	B	  		B	B	B
	A+	 	A	A	B+	B

## Civilization Overview

Vietnamese economic upgrades cost no wood, which helps them at the start of each age. They also see the position of the opponent's town center from the start of the game.

All archery range units get 20% more hit points.

The Vietnamese have access to the imperial skirmisher, which has 1 more pierce armor as well as 1 more attack compared to the elite skirmisher. They also do 1 more bonus damage against archers, up to 5 from 4.

The rattan archer's functionality overlaps a lot with the imperial skirmisher, as they both have high pierce armor, but the rattan archer does more damage and attacks faster.

Conscription is free, so in early imperial age, Vietnamese can try to overwhelm the opponent with faster producing units.

### Blacksmith



### Barracks



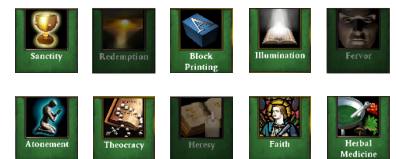
### Archery Range



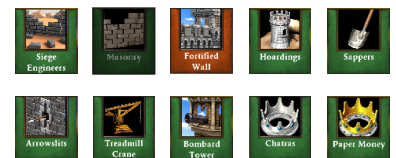
### Stable



### Monastery



### Castle and University



# Vikings



	A+		A	S	S	A
	A+		A	A+	A+	S
				A+	A+	A
				A	A	B+
	B+			A	A	A
					B	C
	C+			B	C+	C
					B	C
					A	A
	A				A	A
					A	A
	C+				C+	C+
					A	A+
	A					A
				A	A	B
	A		A	A	A	A

## Civilization Overview

Vikings get wheelbarrow and hand cart for free. This gives them a huge economic boost in feudal and castle age as they get the upgrades instantly, so they don't need to use town center work time to research them.

Their infantry have +10% hit points in the feudal age, +15% in castle age, and +20% in imperial age. Though they don't have access to the halberdier, the chieftains upgrade makes their champions and berserks deal with cavalry just fine.

The berserk moves fast and regenerates hit points, making them stronger, but more expensive than champions.

Vikings can also produce fully upgraded skirmishers and arbalesters. They also have decent siege as they have access to siege ram and heavy scorpion as well as siege engineers.

## Blacksmith



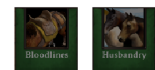
## Barracks



## Archery Range



## Stable



## Monastery



## Castle and University

